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MAGAZINE FOR **XBOX** GAMING!



ISSUE TEN

# XBOX

XBOX

**WORLD EXCLUSIVE!**

## THE THING

Man is the warmest place to hide...

**REVIEWED!**

## CONFLICT DESERT STORM

Make war not love in SCI's amazing  
Special Forces adventure!

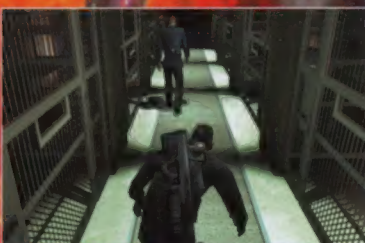
## CRAZY TAXI 3

SEGA keeps the meter running for our  
exclusive review!

**PREVIEWED!**

## SPLINTER CELL

Look out Snake! The game that MGS2 should've been!



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### UNREAL CHAMPIONSHIP

Exclusive shots  
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new shooter!



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### DEAD OR ALIVE VOLLEYBALL

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**PREVIEWED**



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Why SEGA's new racer is  
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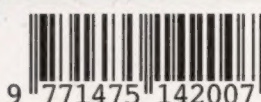
"excite, enthuse and inform"

**27** PAGES OF  
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Exclusive! Xbox under £150 by Christmas?



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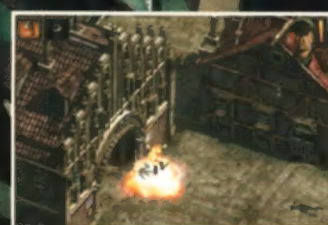
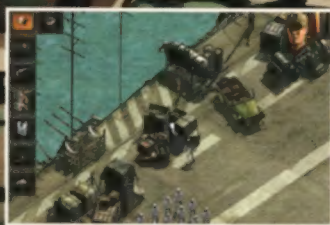


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PARAGON  
PUBLISHING

# THERE'S NOWHERE TO HIDE



**OUT ON PS2 AND XBOX - SEPTEMBER 2002**

## History is in your hands

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STUDIOS



**PlayStation 2**





**XBM ISSUE 10**



## STATE OF PLAY

Momentum. That's what Xbox needs. It's no good launching an amazing games console with some terrific games and then just kind of leaving it alone. It needs help. It needs a constant supply of quality software to keep it going. Lately we've been seeing some signs that things are happening again but in the meantime PS2 has cemented its place as market leader. Just look at this issue for example: A ton of high quality games that we're itching to play but can't until the magic month of November. A month when there will be quite literally a flood of games in the market. Nothing of note for five months and then boom! 30 games all vying for your and our attention. And all we needed were one or two killer games to keep things ticking over during the summer. Sadly though, this is the cycle of the videogames industry.

There's no doubt that this Christmas will be make or break time for Xbox. People need to be told that it's great. That it's better than PS2 and GameCube. At the recent Commonwealth Games Xbox became the unofficial 18th discipline of the Games. Free-to-play Xbox game pods were used by athletes, the public and even the police, *Dead or Alive* proving particularly popular. And this is exactly what the console needs – a rise in profile. It has the games, we know. Xbox is great, let's tell the world about it.

**NICK JONES**  
EDITOR



## TOM CLANCY'S SPLINTER CELL

**PAGE 06**  
**UP FRONT:** We take a look at the brilliant new title heading to Xbox from the pen of Tom Clancy. Trust us, this one's going to be very special...



## COLIN MCRAE RALLY 3

**PAGE 46**  
**WORK IN PROGRESS:** He's the most successful rally driver in the world and this release looks set to up the ante in the genre of rally and driving games.



## THE THING

**PAGE 38**  
**FEATURE:** Keep your friends close but your enemies even closer!



## CONFLICT DESERT STORM

**PAGE 58**  
**REVIEW:** Lead a crack squad throughout a series of campaigns set against the backdrop of the Gulf War. Saddam... oh Saddam, where are you? Come on out and play!

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## CRAZY TAXI 3: HIGH ROLLER

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**REVIEW:** Seatbelts on! It's time for another round of gloriously irresponsible driving in order to rack up some big bucks. Let's make some k-razee money!

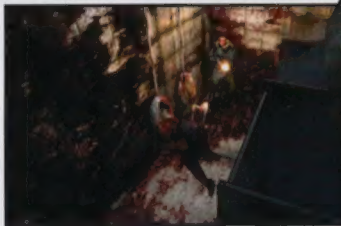
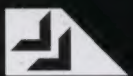
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Be afraid – survival horror  
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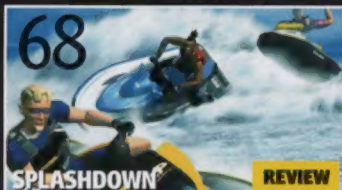
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What you've got to look forward to in the next issue of XBM!

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Take a trip down memory lane with the moments that defined Xbox gaming...

## COLOUR CODES

To make navigating XBM easier we've colour-coded each section for you, so you'll know exactly where you are at all times!

 **WORK IN PROGRESS**

 **PREVIEW**

 **REVIEW**

 **FEATURE**

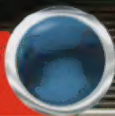
 **SOLUTION**

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WORK IN PROGRESS  
**TOM CLANCY'S  
SPLINTER CELL**

**UP FRONT**

# **TOM CLANCY'S SPLINTER CELL**

**CYBER  
TERRORISM  
AND GLOBAL  
ESPIONAGE.  
IT'S ALL IN A  
DAYS WORK FOR  
NSA GOVERNMENT  
OPERATIVE SAM  
FISHER...**

Words: Mike Richardson

# MOVING PICTURES

The most important factor in this game is the lighting and the shadows created from it. Many of your stealthy moves and tactics rely on this fantastic looking feature of the game...



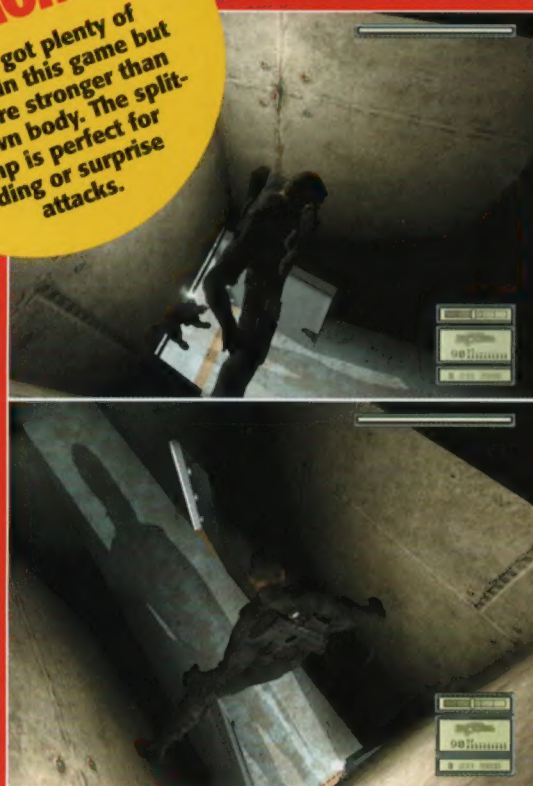
## STAND OUT MOMENT

You've got plenty of gadgets in this game but none are stronger than your own body. The split-jump is perfect for hiding or surprise attacks.

**W**hen this game was shown at E3 it received countless awards and waves of admiration from eager gamers. You know you're always in for something special with Tom Clancy but *Splinter Cell* marks an entirely new direction for the best selling author turned stealth game guru.

Previous Clancy games have revolved around counter-terrorism and the teams sent in to take care of the matter in hand. Copious amounts of pre-mission planning and realism made games like *Rainbow Six* a truly unique experience to play. Now with this game you've got all the counter terrorism stuff and political story line, but gone is the team combat and planning – giving an entirely new playing style. One that is very suited to the console gamer.

You play Sam Fisher a covert government agent (what other kind is there?) who works for an NSA



## XBM INFO

This game uses the next-generation version of the Unreal II game engine. Which would explain the very tasty visuals!

## IT'S LIKE...

### METAL GEAR SOLID 2



### RAINBOW SIX



# 1 FEAR OF THE DARK

☒ If you can see a light in this game the odds are high that you can shoot it out. Once you've done this the area around it will be plunged into darkness – giving you the perfect opportunity to sneak around unseen and make use of the night vision.



# 3 ENEMY OF THE STATE

☒ The goons in this game aren't as stupid as they look. They start to get jittery if you make any sounds, if they see your shadow or spot any bodies lying around. It is possible, however, to get through most areas of the game unnoticed.



# 2 SHOOT TO KILL

☒ Your main weapon in the game is a futuristic hybrid rifle that can spit out fully suppressed death-dealing rounds at a ridiculous rate. You can also use this gun to fire sticky decoy cams to the walls, stun darts and various types of grenades.



# ACTION STATION

This level takes place inside a police station. You enter the level through the prison cells and have to make your way through to the autopsy room and up the stairs. Use of stealth is not only recommended it's obligatory!

**"THINK METAL GEAR SOLID ONLY WITH A DECENT STORY AND FUN TO PLAY"**

# DEAD WEIGHT

☒ Find yourself a nice quiet area of the level to dispose of the corpses. On the later stages you can take your time, picking people off one by one and filling a room with bodies!



# BODY SNATCHER

Although you'll spend most of your time in the shadows, conflict is inevitable at some points in the game. If you're lucky you can get away without the enemy firing a shot, but whatever the outcome you often need to hide the bodies to avoid any unwanted setback.



► black-ops sub agency called Third Echelon. A One man band, Fisher is sent in to neutralise delicate situations without leaving a trace. Think *Metal Gear Solid* only with a decent story and fun to play, and you get an idea of what to expect. In fact *Splinter Cell* clearly takes a lot of influences from stealth-'em-ups like *Metal Gear*. Being able to hold bodies as shields, threaten enemies and hide victims is just one of many similarities. However, the reason this game is a lot more fun to play is because the level of realism is high and the controls are a lot smoother. Whether you're edging along a wall, peaking around corners, hanging from the ceiling or simply walking along, the game feels very natural. It's a good job really because throughout the game you're



XBM  
INFO

French publisher Ubi Soft has development houses and offices in 16 countries around the world with a staff of over 1000 people!

## PUBLISHER HISTORY

(XBOX) 2002



BATMAN VENGEANCE

(PC) 2002



GHOST RECON

(XBOX) 2002



MORROWIND

(MULTI) 2002



RAYMAN 3

## TOM CLANCY

Creator of Splinter Cell and best-selling author Tom Clancy has more stealth-soaked treats in store for your Xbox...

### RAINBOW SIX: RAVEN SHIELD

RELEASE: 2003



If you've got a PC and you're into your first-person shooters then the *Rainbow Six* name has probably crossed your path at some time or another. This latest game in the series continues the hard-core simulation theme for those gamers that want to pretend they're actually in the SAS. Lots of fun to play and very satisfying – especially when a well thought out plan comes together in a few minutes of action.

### GHOST RECON

RELEASE: NOVEMBER



Like *Rainbow Six* this recent release has been a great success on the PC. The gameplay is similar in the fact that you control a team of elite soldiers, only this time you're leading them through open battlefields instead of into public buildings. High tech weapons and good tactics are the order of the day. All of which should make for some perfect multiplayer gaming on the Xbox Live service when it finally launches.

## GO GO GADGET

Working as a covert government operative does have its advantages. Namely access to the coolest kit around...

### DECOY CAM

Fix this toy to a wall and you can use it to monitor an area or distract guards with the remote whistle noise. If they get close enough you can knock them out with gas.



If you've got some time on your hands you can also use the remote cam to get a good look at yourself. Hmmm – dashing, but we think a shave is in order.



### NIGHT VISION

It's advantageous to you to knock out as many lights as you can in the game to create shadows in which to hide. This, unfortunately, also hampers your vision...

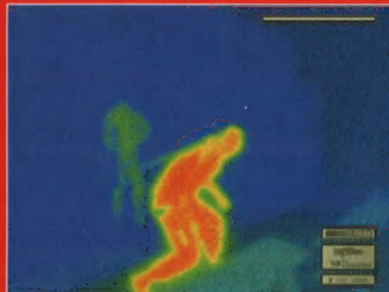


...or at least it would had you not access to some top of the range night vision. Just make sure you don't walk into any bright rooms with it still switched on!

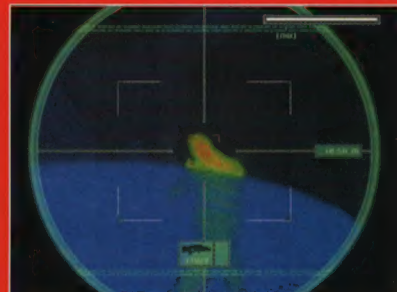


### THERMAL VISION

The night vision is very handy but if you want to be able to spot targets easily you need to switch over to your thermals. This amplifies heat, thus making detection easy.



The cool thing about this is that once you've killed an enemy you can watch their twisted collapsed shape slowly cool as all of the heat is lost from the body.

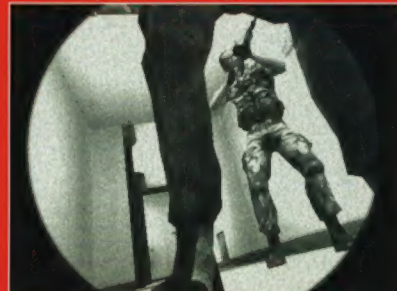


### SNAKE CAM

All areas you venture into in this game are completely unknown to you. It pays to be cautious opening doors. This is where the Snake comes in. Slide it under the door...



...and hey presto, thanks to the power of fibre optics, you get a good view of what's on the other side. Something tells us we won't be going through this door!



- ▶ constantly forced to react quickly to new situations and foreign environments.
- Early on in the game you learn the harsh lessons of what you can and cannot do. Making good use of your gadgets and surroundings is a must. You don't want to have to enter a firefight if it can be avoided and if you're going to pull the trigger you'd better hope it's you doing it first. Get hit more than a few times and it's game over. Unforgiving? Yes. Tense gameplay as a result? Most definitely.
- After an hour of play you'll be looking for shadows in every room, half-opening doors, deploying cameras and generally edging around like a cat burglar trying to steal the crown jewels. It's because you're moving through the game slowly that you start to appreciate the finer details. The lighting in particular never ceases to amaze. Shoot out the lights and a room will go black but open a door and light floods in. Hit the shade instead of the bulb and the light will swing back and ▶

# DEVELOPER INTERVIEW

**Splinter Cell features some of the finest animation the XBM team has been privileged enough to witness. Lead Animator on the game is Steve Dupont...**



**Q XBM:** What were your inspirations for the moves?

**STEVE:** Inspiration from the moves came from a lot of different sources. Certainly many of the moves, like rappelling, were inspired by realistic SWAT tactics. But we also wanted to have a strong action element to the game: so for moves like rolling, the split-jump and forced co-operation/human shield we looked more to action films for new ideas. We wanted to walk a line between realism and more cinematic action.

**Q XBM:** Did you use Motion Capture?

**STEVE:** All of Sam's animations were done by hand. First of all because we wanted Sam to have his own style – his movement is basically realistic but we wanted it to have some unique flare. Secondly, we have a lot of moves that transition to other moves – for example Sam can hang from a pipe and shoot, he can bounce off a wall to catch a zip line, plus at the end release and drop attack an enemy. Even if we had motion captured elements of these moves (which would have required pretty complicated set-ups with wires, pulleys, etc) there would have been a lot of tuning that would have needed to be done

by hand at the end. Also, motion capture and animations done by hand do look noticeably different – mixing the two requires a lot of extra tuning, and it doesn't look as natural in the end.

**Q XBM:** What was the most difficult move to reproduce?

**STEVE:** Ironically, the most complicated moves are not the hardest to make. Walk cycles, jump animations and the like require the most work because they are so fundamental to how the character moves, and what that movement communicates. The elements that make the character unique in these moves are also much subtler – it is relatively easy to make smashing a guy with a rifle look cool because it is big, bold and immediately recognisable. Building personality into the way the character sneaks is a much greater challenge.

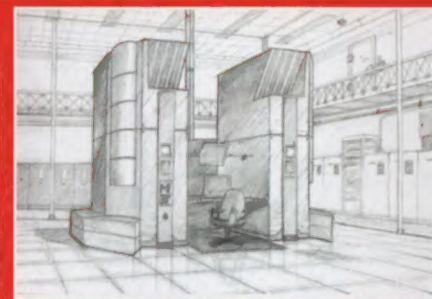
**Q XBM:** Are all those moves actually doable in reality?

**STEVE:** Yes, every member of the team is capable of performing every move in the game! Obviously Sam would need to be in great shape to perform a lot of these moves; we didn't want every move to be

perfectly realistic – but only to seem realistic. In the same way that an action movie bends the rules without breaking them, all of Sam's moves should appear completely feasible for a well-trained secret agent.

**Q XBM:** Are there moves that you thought about doing and cancelled?

**STEVE:** Of course, almost every move in the game suggested tons of other possibilities. Now that you're in the split-jump position maybe Sam could hang a rope down to catch guys by the neck? Or maybe you should hang from a horizontal pipe by your feet and break someone's neck when they pass underneath? The decision not to include a cool idea is always hard, but issues of time, budget and resources can all lead to cutting an idea. Ultimately we always try to balance how cool an idea is on paper with how it will actually be used in-game; we know to keep an idea if it is stylish and new, and players will really use it. Which is not to say that there isn't room for a few extra moves that just add a little spice to the game. Luckily I don't think there are many moves that we all really wanted but weren't able to include. With over 300 animations for Sam, players will find a lot of cool actions to experiment with in *Splinter Cell*.



**“THE LIGHTING IN PARTICULAR NEVER CEASES TO AMAZE”**

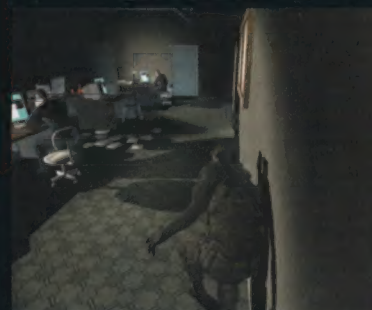
## JEEPERS CREEPERS

On some levels you find squeaky floorboards and broken glass that need to be negotiated in order to make your way around without making a sound.



## XBM INFO

**There is no walk mode to be found in this game. Instead you have to control your use of the analogue stick. More difficult, but it does add very good tension...**

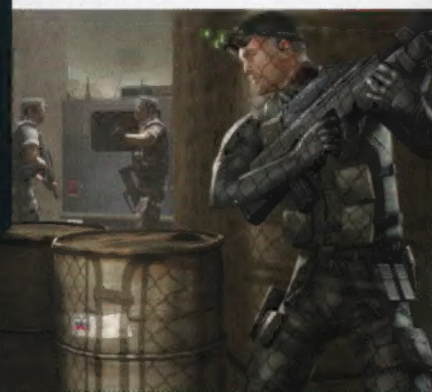


## EASY DOES IT

You can slip by this room unnoticed or if you want, sneak up behind one of the men and grab him from behind. You can then use him as a human shield giving you time to pop the other guy! You can also use this technique to hold or threaten people for information.

► forth, constantly changing the light and shadows in the room.

This makes a huge difference to the gameplay and is exactly the kind of dedication you want from a developer. In one level we saw Sam Fisher shoot at a large fish tank. Now you'd normally expect the tank to shatter and water to go everywhere. In this game the water drained from the point of the bullet hole and out of the tank onto the floor... where it stayed, allowing us to electrocute passing guards with a stun dart! *Splinter Cell* is definitely one of those games that you'll happily play through long after completion. ■



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# NEWS

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GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES...



**W**ith all the talk of sales figures, price drops, and market shares, it's often easy for us to forget what Xbox is all about – having fun! Perhaps it's been the lack of quality software over the summer that has caused this focus shift away from the games and onto the more serious stuff, but now, with the autumn approaching, the fun is about to begin again. When the Xbox launched back in the spring it was easy to have fun on Microsoft's console – *Halo*, *Jet Set Radio*, *Project Gotham*, *Dead Or Alive* – the list of quality launch titles just seemed to go on and on. Well now, after months of waiting that fun is about to return with what could easily be the strongest Christmas line-up a single console has ever seen. While other companies may preach about sales figures or hardware design, Xbox will continue to be the market leader as far as fun goes.

KEITH

## XBM NEWS IN 60 SECONDS...

Word has it that Microsoft has a cut-throat marketing campaign in place to maximise Xbox sales in the run up to Christmas. If rumour is to be believed a heavy price cut may be part of that campaign. Microsoft has also announced that *Project Gotham* has become the third Xbox title to sell over a million copies worldwide. Meanwhile, hackers have continued to develop their skills on Xbox – even going as far as creating emulators to play some of Nintendo's treasured titles. Other news this month includes the announcement that *Tecmo* is busy translating its spooky *Fatal Frame* to the Xbox, and should have the title ready in time for Christmas.



# XBOX PRICE SLASHED... AGAIN?

WORD HAS IT THAT MICROSOFT HAS AN AGGRESSIVE CAMPAIGN IN THE WORKS TO MAXIMIZE XBOX SALES DURING THE FESTIVE SEASON. BUT JUST WHAT SURPRISES DOES THE INDUSTRY GIANT HAVE TUCKED UP ITS SLEEVES?

**P**rice cut! Surely it couldn't happen again... could it? Microsoft's mighty console reduced a second time within a year of being released? At the moment a further price reduction is only a rumour, but one that has been making itself heard across the entire industry.

The fact of the matter is that 2002 probably hasn't been the best year for the company to release a brand-new format into the videogames market. Aside from direct competition from Sony's ever-popular PS2, other factors such as the World Cup have made marketing the console a tricky business. Then there's been the lack of software over the summer months. As Infogrames UK PR Manager, Simon Callaghan states: "I don't think hardware

pricing is that much of an issue since the last price reduction. Games sell hardware and at the moment that is the fundamental area that is preventing the Xbox from increasing its market share."

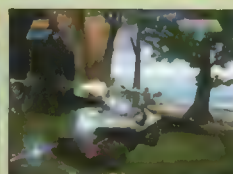
The software situation is about to change as Christmas approaches though – it's not difficult to list a dozen or so must-have titles launching between now and the New Year. In fact there's a good chance that there will be too many titles released, which itself may cause another problem – is the Xbox market big enough to support this explosion of well over 50 games? Then, of course, there's Xbox Live. At £50 Microsoft's Broadband service, complete with headset and a free game is a real bargain. But for gamers also purchasing a console, an extra controller and a couple

of games, things suddenly don't look quite as reasonable. By reducing the price of the console, more consumers would be able to afford more games and more extras, and this is where the profit lies.

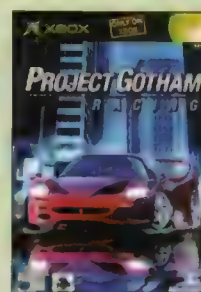
For third-party publishers and developers, the number of consoles sold is pivotal to the sales of their products – a factor that has been partly to blame for the lack of new games released over the summer. Although global hardware sales for Xbox were at the four million mark by the end of June, that figure was reached purely because of strong sales in America. In Europe things have been slightly slower, making the market a bit of a gamble until a larger user base has been secured. While the market has been growing more steadily towards the end of the

## ONE MILLION AND COUNTING

**W**hile Xbox hardware sales have been notoriously turbulent since the launch in March, software sales have always been solid. This month we received news that *Project Gotham Racing* has become the third game to sell over a million copies worldwide, joining *Halo* and *Dead Or Alive 3*. Great going when you consider that they've only been on sale for ten months. Hopefully this means they'll be re-released at a budget price in time for Christmas – £19.99 perhaps? ■



**▲ HALO: COMBAT EVOLVED:** Well over a million gamers are now enjoying Bungie's killer title. Over a hundred thousand in the UK alone.



**▲ PROJECT GOTHAM RACING:** PGR is the latest Xbox title to sell over a million copies worldwide. The Live follow-up should do better still.

**SALE**  
XBOX GAMES  
ONLY £19.99  
Save Up to £20!



## SEGA AIMS TO WIN

It's seems that every month SEGA does something to get itself into the limelight. For example, this month the company has stated that it wants total world domination by the end of next year – total world domination in terms of videogames publishing, that is. In fact, there are rumours going around that SEGA intends to buy its European distributor Infogrames, as well as a number of other smaller publishers and development houses. If the company's first wave of Xbox titles is anything to go by, we'd say that its aims are well within its reaches.

# SEGA®

summer, Christmas 2002 will be the first real chance for Microsoft to prove what it's made of.

We spoke exclusively to Microsoft's Head of UK Xbox Marketing, Richard Teversham, about the company's Christmas plans. He commented: "Xbox will enjoy its first Christmas in the UK, as we have a huge line-up of games and know that Xbox is already at the top of many Christmas lists. We will be working hard to make sure that Xbox is the console of choice for people who want to play the best games, and will get this message across in many ways. We will be attending a large amount of shows and letting gamers try Xbox for themselves. There will be a host of other activities also – but we do not want to give the game away just yet."

So while the company isn't keen to disclose many details right now, we understand that everything is in place for a particularly cut-throat marketing push. There's a good chance that we will see some sort of price reduction, along with a range of budget titles – perhaps for as little as £19.99. Where this leaves Sony and Nintendo is unclear. If Microsoft does choose to lower its prices, the competition will surely have to follow suit. While this isn't a major problem for Sony – the PS2 has been expected to drop to £150 for a few months and already has a budget software range, it leaves Nintendo in a much more precarious position. With Gamecube already down to £129.99 there's little room for a significant price reduction, and with no major online plans and relatively few truly innovative third-party titles in the works, it looks like Nintendo will have to rely on its own faithful franchises to bring in the cash this Christmas.

So while specific details on each console's Christmas campaign may be kind of sketchy right now, Microsoft is making one thing crystal clear – IT MEANS WAR! ■

# XMAS CHECKLIST

## WHY WILL XBOX BE GREAT THIS CHRISTMAS?

## WHAT DOES IT HAVE THAT MAKES IT BETTER THAN THE REST?

## GREAT GAMES? ☒



BLINK: THE TIME SWEEPER



BRUTE FORCE



COLIN MCRAC RALLY 3



DEAD TO RIGHTS



HDA EXTREME VOLLEYBALL



007: NIGHTFIRE



PANZER DRAGON UNIT



QUANTUM REDSHIFT



SEGA GT 2002



SPLINTER CELL



TIMESPLITTERS 2



TOEJAM & EARL 3



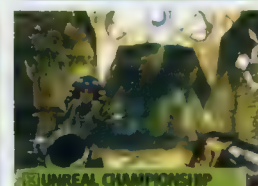
TONY HAWK'S PRO SKATER 4



TRANSWORLD SNOWBOARDING



TUROK EVOLUTION



UNREAL CHAMPIONSHIP

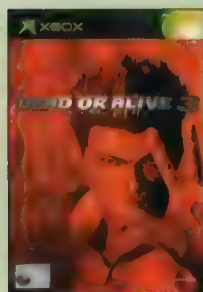
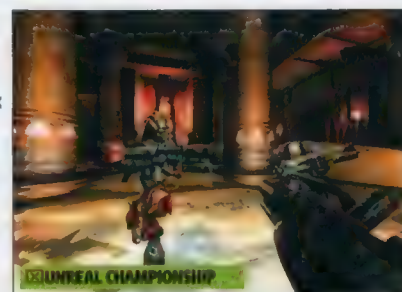
## VALUE FOR MONEY? ☒

**W**hen you buy an Xbox, you're not only getting the most advanced videogames console available right now, but also a high-quality DVD and CD player. Add to that a sophisticated online gaming service plus some of the best games ever, and suddenly the £200 price tag seems like a right bargain. Come Christmas there are bound to be all sorts of special offers and cut-price deals, plus there's the possibility of another official price cut. In short, Xbox is the best value for money, now, and for the foreseeable future.



## ONLINE GAMING? ☒

**T**he most comprehensive online gaming service ever launches exclusively for Xbox this autumn. Xbox Live, complete with its Communicator headset and high-speed Broadband connection, will change the way console gamers view online gaming forever.



▲ **DEAD OR ALIVE 3:** Strong sales in Japan helped DOA3 reach one million copies worldwide. Tecmo now officially loves Xbox.

# NEWS

GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES

## NINTENDO CLASSICS COME TO XBOX!

### BUT NOT HOW YOU MIGHT THINK...

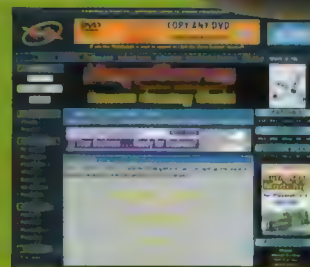
**B**ecause the Xbox has many parallels with PC architecture it wasn't going to be long before somebody somewhere learned how to hack the hardware and program the console to do things it shouldn't be doing. A couple of months back we received news that the first Xbox 'chips' were available, giving those with enough courage to open up their consoles the ability to play games from all territories. Unfortunately for Microsoft, these chips also adapt the machine to play pirated software, though the existence of this is somewhat limited right now due to the DVD format. However, this could become an increasing problem as more households install DVD writers on their PCs.

But another more inventive pastime has also been made possible by the process of chipping – retro game emulation. Just as with the PC and, to a lesser extent, Dreamcast, the Xbox is now capable of playing all sorts of retro games thanks to a few clever amateur programmers busily beaver away in their bedrooms. A quick search on the Internet

would suggest that emulation is available for the Atari 2600, Atari Lynx, MegaDrive, Game Boy, Game Boy Advance, NES, SNES and the most impressive and technically demanding of all, the N64. While this sounds like a great idea, reliable programs are difficult to locate and even more difficult to install. But then the kind of gamers who are involved in this sort of practice usually have a background knowledge in programming anyway, and are often involved in the videogames industry in one way or another.

We expect that this is only the tip of the iceberg as far as Xbox hacking is concerned. Today people are playing emulated versions of *Night Driver*, *Super Mario Bros* and *Zelda: The Ocarina Of Time*, but tomorrow there's a good chance that the same enthusiasts will be programming their own Xbox games from scratch. Perhaps we'll see a resurrection of the Commodore Amiga days, when unknown programmers landed high-paying jobs overnight thanks to the games they'd created in their bedrooms. ■

**MARIO 64:** Although there are a few glitches, *Mario 64* is up and going on Xbox, along with a handful of other Nintendo classics. It's running in high-res at 60 frames per second.



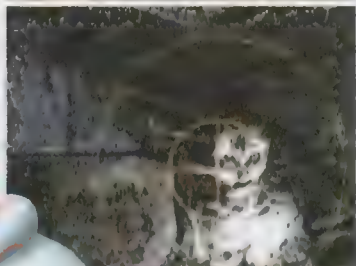
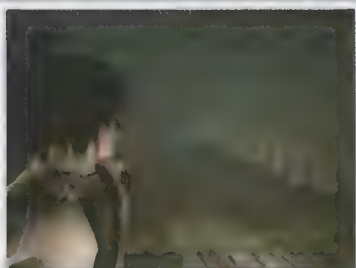
## AYE AYE CAPTAIN!

### PIRATES GET THEIR HANDS ON XBOX!

**A**s is the case with all consoles it was only going to be a matter of time until people began illegally copying games for the Xbox. Whilst browsing the web for details on emulation programs we were able to access site after site listing ways to copy Xbox games; each highlighting relatively error-free methods of performing this illegal operation. So could piracy be another stumbling block for Xbox? Right now there are few households with the technology to burn DVDs, but the equipment is rapidly becoming more popular as the price decreases. However, the PSone continues to survive, despite mass-market piracy – in fact, if anything the console gained momentum once piracy began. So while this shouldn't affect Xbox game sales too much, it's undoubtedly something that Microsoft is keeping a keen eye on. ■

# FATAL FRAME

THIS COULD VERY WELL BE THE SCARIEST GAME EVER!



**T**ecmo recently confirmed that its PlayStation2 hit, *Fatal Frame* will be coming over to the Xbox. With similar themes and images to those in *Silent Hill 2*, *Fatal Frame* takes the survival horror genre into new areas by replacing the usual zombies with ghosts. But how do you kill a ghost we hear you cry? Surely there'll be none of the usual gory shotgun action? And indeed there isn't, but that doesn't stop this from being one of the scariest games ever made – if not the scariest.

You see, the somewhat Manga-looking characters in *Fatal Frame* use supernatural cameras as their only defence against the horrors that be. The game is played from a third-person point of view, but switches to first-person when taking supernatural photographs. This truly is heart-stopping stuff. If you enjoy ghost movies such as *Poltergeist*, you'll love this – it's the nearest a game has ever come to re-creating that distinctive atmosphere.

*Fatal Frame* should be available in the UK sometime in November. ■

## WIN! FIVE PAIRS OF TICKETS TO

# Stuff LIVE 2002

If consider yourself to be a real gamer, check out Stuff LIVE 2002 at Earls Court from 3-6 October – it's the biggest consumer electronics show in the UK with loads of gadgets, gear and technology on show, plus plenty of games! All the big name consoles will be there along with plenty of top developers all showing off their latest games.

We've teamed up with Stuff LIVE to give away five pairs of tickets to the show. To win yourself a pair, simply answer the following question:

**Which of the following consoles launched in the UK on March 14th?**

**A) Xbox, B) GameCube C) PlayStation2**  
To enter the competition, jot your answer down on the back of a postcard and send it to:

### STUFF LIVE COMPETITION

XBM, Paragon Publishing, Paragon House, Bournemouth BH1 2JS

### RULES

The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or any other companies related to this competition may not enter. There is no cash alternative. The closing date for entries is 30 September 2002.

The Gadgets, Gear & Technology Show

Earls Court, London  
3-6 October 2002



# Malice

<http://malice.sierra.com>

### DEAD OR ALIVE 4 ON THE WAY

Tecmo's Team Ninja has confirmed that work is well underway on the next installment of the *Dead Or Alive* series. The team has yet to confirm which consoles will be getting the game, but you can pretty much guarantee that the Xbox is the company's first choice if the sales of *DOA3* are anything to go by. No details of any new features have been confirmed yet, other than the hint that the new girl in *DOA Extreme Beach Volleyball* will be included as a fighter. More news soon.



GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES.

## WORLD NEWS IN 60 SECONDS

It's been a frustrating month for European Xbox owners. First there was news of the delay of Geoff Crammond's *Grand Prix 4* until November. *Morrowind* slipped back and then *Midtown Madness 3*, *Crimson Skies* and *Kung Fu Chaos* all slipped until next year. Are any new games ever going to come out on Xbox? As far as we can see, things will start heating up during September, then continue to build until November, when around 30 new titles are expected to ship.

Meanwhile in America, many of the big European Christmas titles are finding their way onto the shelves, giving Xbox owners something to do before all the festive fun in September. Titles such as *Morrowind*, *Crazy Taxi 3* and *Outlaw Golf* (which doesn't yet have a publisher in Europe) are going down well with US punters. The console itself still remains popular, with as many as 400,000 units selling every month.

Then there's Japan, where the 20,000ish Xbox sales each month pale into insignificance compared to the 240,000 PS2s sold. But all the signs are there for a surge in popularity. It seems as if more Japanese developers are enjoying working with the Xbox, so surely it's a matter of time until that enthusiasm is passed to the consumer. Hopefully sooner than later.

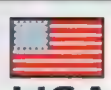
## WORLD CHARTS



### UK TOP TEN

Probably the best word to describe the Xbox market in the UK right now is stagnant. It's typical for the summer months to be quieter as far as new releases go, but this year has been shockingly bad. Thank goodness there's a strong Christmas line-up just around the corner.

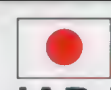
- 1 Halo: Combat Evolved
- 2 Hunter: The Reckoning
- 3 007: Agent Under Fire
- 4 Project Gotham Racing
- 5 Spider-man
- 6 Dead Or Alive 3
- 7 Max Payne
- 8 Gun Metal
- 9 Moto GP
- 10 Oddworld: Munch's Oddysee



### USA TOP TEN

Despite Xbox sales remaining slow in Japan and, to a lesser extent, in Europe, Microsoft's jumbo box of delights is still capturing American gamers' imaginations. Perhaps if a few more games were released over here, the UK the market too would be a little more encouraging.

- 1 Halo: Combat Evolved
- 2 Crazy Taxi 3
- 3 Gun Metal
- 4 The Elder Scrolls III: Morrowind
- 5 Bruce Lee: Quest Of The Dragon
- 6 Outlaw Golf
- 7 Spider-Man
- 8 NCAA Football 2003
- 9 Dead Or Alive 3
- 10 Max Payne



### JAP TOP TEN

After showing a slight increase in sales over the last couple of months, both Xbox hardware and software has once again begun to slip. The Japanese developers love the hardware, gamers love the graphics – now it just needs a spark to get the whole thing in motion.

- 1 Crazy Taxi 3
- 2 Halo: Combat Evolved
- 3 RalliSport Challenge
- 4 Dead Or Alive 3
- 5 Project Gotham Racing
- 6 Jet Set Radio Future
- 7 GunValkyrie
- 8 Bistro Cupid
- 9 Restaurant Manager: Exciting Recipe
- 10 Nobunaga's Ambition



NOW AVAILABLE ON XBOX.TOTALGAMES.NET...  
REVIEWS, CHARTS, SOLUTIONS, CHEATS!

We've been beavering away at our Web site since our launch issue last year, and have uploaded all kinds of goodies for you. Not only can you find every review, preview and feature that appears in XBM on the Web site once the magazine has gone off-sale, but you can also get extra screenshots, movies, wallpaper for your PC and full versions of interviews.



## XBOX.TOTALGAMES.NET

from the magazine! If you're online, point your browser at [xbox.totalgames.net](http://xbox.totalgames.net) in order to complete your XBM experience!

### DAILY UPDATED NEWS

News stories are posted to [xbox.totalgames.net](http://xbox.totalgames.net) each day to ensure that our readers are the best informed of any Xbox magazine out there!

### ARTICLES

All of the articles from our previous issues are now live online, so you are able to check out exactly what we think of all the Xbox releases.

### GALLERY

When we've got more new Xbox screenshots than we can fit into the magazine we post a gallery online, so you can check them out for yourself.

### MAGAZINE AND FORUM

Subscribe online or chat with other Xbox fans on our own forum. Check out what people have been saying each issue on the Inbox pages.

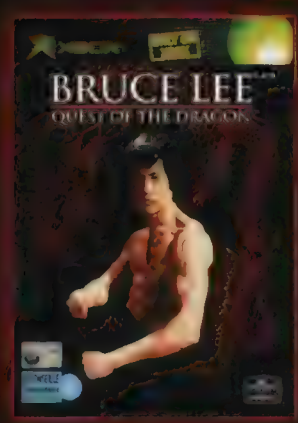
### DOWNLOADS

Here's where all the exciting downloads reside. Wallpaper, the occasional screensaver and – most importantly – movies of all the best Xbox games.



FIGHT TO CARRY  
ON HIS LEGACY

ONLY ON  
XBOX



龍

# BRUCE LEE

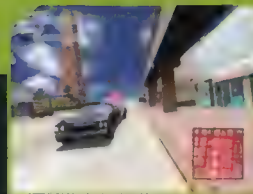
## QUEST OF THE DRAGON

- Fight  
Jeet Ku
- Battle  
San Fra



### DRIVER 3 CONFIRMED

Infogrames has confirmed that the third instalment in the *Driver* series will be coming to Xbox next year. Developed by Reflections, the team responsible for the original *Driver* games and *Stuntman* on the PS2, *Driver 3* should deliver an experience similar to *Grand Theft Auto 3*. Watch out for screenshots over the coming months.



GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES

## ASYLUM

SILENT HILL MEETS HALO, WITH A HINT OF BIG BROTHER!

Although the stunning graphics and grotesque content make this game stand out from the crowd, it's the story line that really impresses us. 'Fright Of Your Life!' is a reality TV game show in which contestants spend a night in a supposedly haunted asylum called Wolfborough. But things go horribly wrong as the building really is haunted, and what was once an enjoyable family TV show turns into a nightmare...

Played from a first-person point of view, the idea of the game is to find a way of opening the locked doors and escaping from the clutches of evil. With many similarities in content to the *Silent Hill* series, you can expect to see all sorts of undead nasties, each clawing their way towards

you. And these baddies look great! With an art style not unlike that used in the much-hyped *Doom 3*, the creatures in *Asylum* have a glossy, specular finish to them – almost as if they're wrapped in clingfilm. Animation is also looking good and there's plenty of blood.

Though this is clearly looking like a potential classic in the making, *Asylum* doesn't have a publisher as yet. However, its creators, DarkBlack, are in talks at present and if all goes according to plan we should see this title hitting the shelves before Christmas. ■



## FREE MONEY!

GET £5 OFF ANY XBOX GAME COSTING £39.99 OR MORE AT GAME!

XBM in conjunction with GAME, is pleased to offer you more than ten percent discount off any awesome Xbox game. So that's £5 towards the DVD remote, an extra controller or a snazzy new SCART lead for the crystal clear picture that your Xbox deserves. To find out which games you should be investing in go straight to our comprehensive reviews section beginning on page 58. ■

## BARGAIN HUNTER

XBM TAKES A TRIP ALONG THE HIGH STREET AND THE INFORMATION SUPERHIGHWAY TO SNIFF OUT XBOX BARGAINS. HERE'S WHAT WE'VE FOUND THIS MONTH...



### GAME

**WHERE:** In-store  
**BARGAIN:** Halo for £29.99 if you have a GAME Loyalty Card  
**INCLUDES:** Halo, and other selected titles  
**PRICE:** £29.99  
**RRP:** £44.99

SAVING:

£15



### GAME

**WHERE:** In-store  
**BARGAIN:** Cheap used games  
**INCLUDES:** Dark Summit, Wreckless, Mad Dash Racing  
**PRICE:** £19.99  
**RRP:** £44.99  
**SAVING:** £25

SAVING:

£25



### DIXONS

**WHERE:** In-store  
**BARGAIN:** Cheap Microsoft DVD Playback Kit  
**INCLUDES:** Microsoft DVD Playback Kit  
**PRICE:** £10.05  
**RRP:** £20.00

SAVING:

£10.05



### GAME

**WHERE:** In-Store  
**BARGAIN:** Free official Xbox controller when you buy an Xbox  
**INCLUDES:** Xbox console with official controller and necessary leads, plus extra official controller  
**PRICE:** £199.99  
**RRP:** £199.99  
**SAVING:** £24.99

SAVING:

£24.99

A dramatic movie poster for 'Reign of Fire'. A massive dragon is shown breathing a powerful stream of fire that streaks across the sky, illuminating a city below that is engulfed in flames. The city's architecture, including a prominent tower, is visible through the smoke and fire. Several military helicopters are seen in the sky, some appearing to be under attack. The overall color palette is dominated by fiery oranges, yellows, and dark, smoky greys.

**FIGHT FIRE WITH FIRE**

**"A STEELY-EYED  
DRAGON-SLAYING  
ACTION FEST..."**

Mark Jagoia - DAILY EXPRESS

# REIGN OF FIRE

**THE BATTLE IGNITES AUGUST 23**

# NEWS

GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES...

A true follow-up, complete with a brand-new graphics engine and Xbox Live compatibility!

**XBOX LIVE**

#### HEY, GOOD LOOKING:

It may not seem that believable but what you're seeing here is what you're going to get in the game. In fact, don't be surprised if it looks even better than this!

#### MORE NEXT MONTH!

CHECK OUT ISSUE 11 OF XBM FOR MORE ON HALO 2, THE FIRST SCREENS OF PROJECT GOTHAM RACING 2 AND A TOTAL RUNDOWN OF ALL THE NEW XBOX ANNOUNCEMENTS AT X02.

**GUN CLUB:** There are loads of new vehicles and weapons to play with in *Halo 2*. Our money would go on at least the flame-thrower that was dropped from the first game.

HALO 2

**EXCLUSIVE FIRST SCREENS**

## HALO 2

THIS IS IT! THIS IS THE MOMENT YOU'VE ALL BEEN WAITING FOR...

Publisher: ..... Microsoft  
Developer: ..... Bungie  
Players: ..... 1-16 TBC  
Out: ..... 2003

A sequel was inevitable. *Halo* has been the biggest-selling Xbox game so far, and it's not difficult to see why – so many technical and creative boundaries have been broken down by this epic.

Rather than simply cashing in on that success Bungie has opted to develop a true follow-up, complete with a brand-new graphics engine and Xbox Live compatibility!

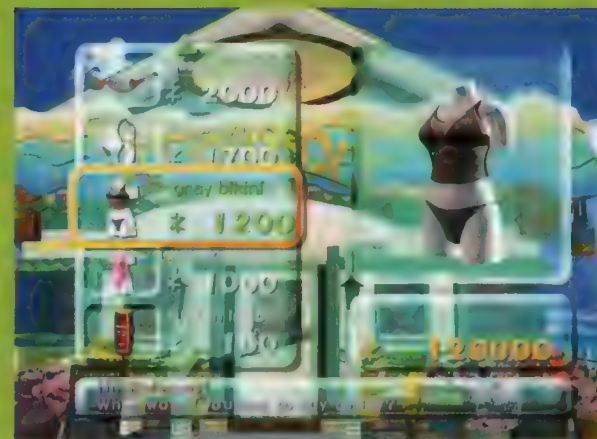
The story line continues from the first game, with the temporary defeat

of the Covenant merely delaying their progress towards Earth and their quest to wipe out the human race. Now they're returning in greater numbers and with new breeds!

A selection of new weapons will be available, as well as twice as many drivable vehicles. In short, *Halo 2* is going to be bigger, harder and even more spectacular than the first game. Think *Lord Of The Rings*-style battle scenes and you get the idea – it's just a massive shame

we're going to have to wait until Christmas 2003 to play it!

You know it'll be worth the wait. Just take a look at these screens – the amount of textures, bump mapping, and light sourcing is simply astonishing. With the development of *Halo*, Bungie was forced to use PCs and unfinished development tools to program the game. With the sequel the programmers will be able to fully exploit the powerful architecture of the hardware. A dream come true.



## DRESSED TO KILL

The local beach store sells all the accessories a beautiful, Barbie-like volleyball player could ever need, including bikinis, hats, flowers for her hair and even suntan lotion. Word has it that each girl has her own personality and won't play as well if you dress her in a colour or style she doesn't like

**NEW SCREENS**

**BALLS.** As the first beach volleyball game to hit Xbox it will be interesting to see how well Tecmo has implemented the gameplay. Right now things are looking quite promising.

**BEACH.** Rather than go for stadiums, Tecmo has designed the game to feel like a summer holiday. Action takes place right down on the water's edge.

**BABES.** There are no men in *DOA Extreme Beach Volleyball*. Just seven bouncy girls from *DOA3*, and this new character who will feature in *DOA4*.

# DEAD OR ALIVE EXTREME BEACH VOLLEYBALL

FINALLY, AN ACCURATE PORTRAYAL OF PARADISE...

**S**o you thought gameplay was more important than graphics, eh? Well despite the fact that *DOA Extreme Beach Volleyball* is shaping up to be a thoroughly enjoyable experience to play, it's clear that the graphics are by far the most important aspect of the game. Eight playable characters are available – seven popular beauties from *DOA3* and one new one. As you'd expect, animation is kept to a high standard and includes the infamous gravity-defying appendages as featured in the entire *Dead Or Alive* series.

While the guys at Tecmo haven't been ashamed to state that this is more about looking at gorgeous girls than anything else, this hasn't

Publisher: .....Microsoft  
Developer: .....Tecmo  
Players: .....1-4 TBC  
Out: .....Summer TBC

stopped them from implementing solid gameplay as well. Rather than go for a stilted stadium option, the creators have enhanced the paradise island atmosphere by attaching the net to palm trees and setting the action by the water's edge. At the time of writing only two action buttons are used – pass and smash, giving this a great pick-up-and-play appeal. Right now just two-players can compete, though a four-player mode is in the works and should be included in the final product. Watch out for more on this very soon...

**XBOX ONLY**

# NEWS

GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES...

**NEW  
SCREENS**

**SHOOT TO KILL:** Each dragon can breathe plasma rays that lock on and kill multiple enemies at once. The graphics effects used on these are spectacular – lighting up the scenery with vivid green and blue flashes

**XBOX  
ONLY**

**DRAGONFLY:** You can morph your dragon in real-time to suit the action in the game. The smallest can boost but can't lock on to enemies, whereas the largest one is extremely powerful but much slower

It's shaping up to be one of the most visually jaw-dropping games so far

**STREAMING DATA:** All kinds of impressive graphics effects are used to make the *Panzer Dragoon Orta* world feel as natural as possible. From ash blowing in the air to rippling water in the streams and lakes, this looks amazing



## PANZER DRAGOON ORTA

Publisher: .....Infogrames  
Developer: .....Smilebit (SEGA)  
Players: .....1  
Out: .....October

Only another couple of months to go and the wait for the long-overdue follow-up to SEGA's classic Saturn series will be over. *Panzer Dragoon Orta* is shaping up to be one of the most

visually jaw-dropping Xbox games so far – its grace and elegance unmatched by any other next-generation title.

These new shots show the airborne reptilian soaring between the craggy rocks of a vast canyon. The blue sky and white clouds reflect in the shimmering waters below, and lush green foliage lines the cliff edges. The game will consist of ten stages in total, four of which

we've seen in action so far. The first two levels, featured in playable form at E3 earlier this year, are *City In The Storm* – a primitive settlement under attack at night, and *The Fallen Ground* – a dying rocky wasteland covered in ash. The other two levels that have been released, in footage and screenshot form only from Smilebit, see battles over an Africa-like safari landscape and the canyon seen in the screenshots on these

MORE IMAGES OF THIS STUNNING TITLE WING THEIR WAY TO US!

pages. We can't wait to see the other imaginative locations included in the game.

*Panzer Dragoon Orta* will be a stunning title and one that many gamers will enjoy. The target-shooting gameplay is relatively simplistic, but if the game is even half as compelling as its Saturn forebears, fans will be playing this unique adventure through time and time again.

# BRUTE FORCE

YOU'LL NEED INTELLIGENCE, SKILL, AND, OF COURSE, BRUTE FORCE TO GET THE MOST OUT OF THIS...

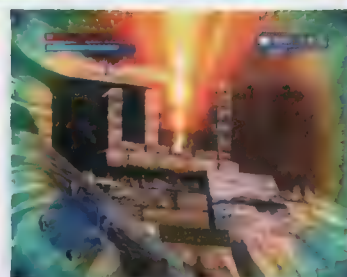
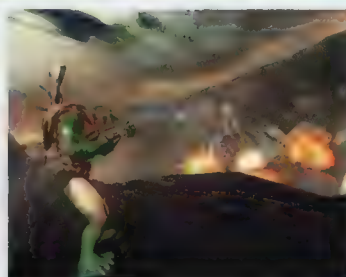
Publisher: .....Microsoft  
Developer: .....Digital Anvil  
Players: .....1-4  
Out: .....November

**E**ach time a great looking game is unveiled the question is asked: 'Is this a *Halo* beater?' That very question has been put forward on a number of occasions about *Brute Force*, and while a long line of stunning titles await the chance of an attempt at knocking Bungie's mighty title from its golden pedestal, *Brute Force* could easily be the first to do it.

Developed by Digital Anvil and published by Microsoft, *Brute Force* takes the co-operative element from *Halo* and boosts the player count to four. Strategy is the key element to survival with this action-packed title – on many occasions two players will need to hang back and cause a diversion, while the other two surge ahead and perform vital parts of the mission. The best thing is that everything has been kept simple, so the players can enjoy the experience of taking part in a battle and not worry about fumbling around with the controller.

Alongside titles such as *Splinter Cell*, *Metal Gear Solid 2 Substance* and *Unreal Championship*, we're expecting this to be one of the most played Xbox titles this Christmas. Watch out for more on this soon.

**NEW  
SCREENS**



Strategy is the key element with this action-packed title

**SMOKE IN THE AIR** An authentic battle atmosphere has been implemented perfectly, thanks to a clever use of graphical effects. It'll feel like you're actually in a war zone

**TEAM COMBAT** Whether just one or four players are taking part, *Brute Force* is all about team combat. Use each of the different character's strengths to your advantage.

**READY, AIM, FIRE** If you like your games with big guns, action and plenty of explosions, then look no further than this. *Brute Force* has got them all in an abundance.

# XBOX NEWS

GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES

**RELOAD!** The shotgun becomes the default weapon for the first time in the *House Of The Dead* series. Just wait until you see the amount of damage you can do with one of these beauties! Blast holes in zombies then watch them dissolve into foaming mush in front of you. Yuck!

**HIDE AND SEEK:** This time round the pace of the gameplay is much faster. You often find yourself being chased deep into the levels by the packs of decaying zombies.

## CEL OUT

Since initially being unveiled with cel-shaded graphics, *House Of The Dead 3* has been totally overhauled. The new look is preferred by the majority of the fans.

**ZOMBIE NATION:** As you'd expect, *House Of The Dead 3* is literally bursting with all kinds of rotting nasties. Another thing bursting is this hefty guy's skin as soon as you take a pop with your shotgun. Soon you'll be able to see right through him!

The game features intense light sourcing and over the top animation

## HOUSE OF THE DEAD 3

EVERY CONSOLE NEEDS A GOOD LIGHT GUN GAME, AND THIS IS DEFINITELY SHAPING-UP TO BE ONE OF THE BEST!

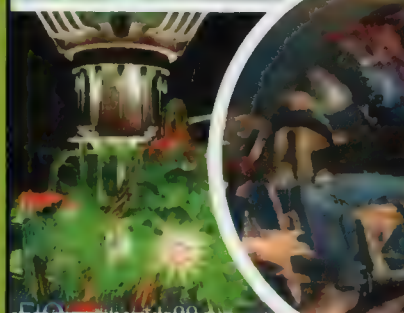
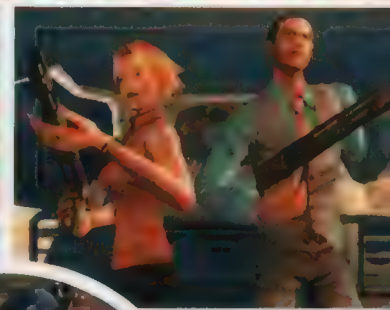
Publisher: .....Infogrames  
Developer: .....SEGA AM2  
Players: .....1-2  
Out: .....October

Since being announced as an Xbox exclusive last year, SEGA's *House Of The Dead 3* has come a long way – especially as far as visuals are concerned. When the first batch of screenshots was released, fans of the series thought that SEGA had gone mad! Cel shading for a zombie-shooting game? Though certainly unique and stylish, there were few who thought the *Jet Set Radio*-like visuals were suitable for such a bloodthirsty game. SEGA was obviously well aware of the criticism, as a few months later the game was unveiled once again – this time with visuals much more reminiscent of the first two

instalments in the series. Despite the cosmetic surgery, *House Of The Dead 3* still features some cel-shaded qualities, such as intense light sourcing and over the top animation.

Of course, these great graphics need great gameplay to back them up and you'll be pleased to know that this is another area of the game that's shaping-up nicely. The default weapon has been upgraded from the handgun to the shotgun for this instalment – guaranteeing maximum damage to the hordes of oncoming zombies. SEGA is also trying out new gameplay variations with a timer and the energy bars, though nothing has been decided for the final game so far. What is confirmed is that the structure will be very much like it was before – shoot your way through each level until you get to the boss. But then it's true what they say: if it ain't broke, don't fix it!

NEW SCREENS





**WHERE TO?:** There are loads of places to travel to and explore. And the best part is that the Xbox version is rumoured to have a selection of brand-new areas.

**THE MAIN MAN:** Ryo is the character around whom the entire game revolves. As you progress through you learn more and more about his past, present and future.

**CAN I HELP YOU?:** There are literally hundreds of characters with whom you can interact. Each has their own voice and personality.



*Shenmue II*

Many Xbox special effects will be included to make it better than ever

## SHENMUE 2

THE NEXT CHAPTER IN YU SUZUKI'S EPIC SERIES COMES TO XBOX!

**F**inally we've received new screenshots of *Shenmue 2* on Xbox, and it's clear that technically the game is already superior to the Dreamcast original. Textures are now filtered, giving them a much smoother and softer quality than before, and the nasty character fade-in that once marred the visuals has virtually disappeared completely.

The best thing is that Microsoft promises us that these enhancements are only the beginning, and that many other Xbox special effects will be included to make the game better than ever before. We expect to see bump mapping and motion blur lighting making an appearance, as well as a greatly improved frame rate.

As far as story line and gameplay go, Xbox *Shenmue 2* will remain pretty much unchanged other than a couple of minor adjustments. In this

Publisher: .....Microsoft  
Developer: .....SEGA AM2  
Players: .....1  
Out: .....Winter

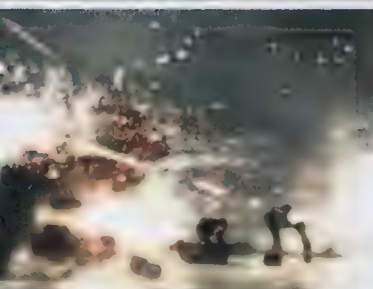
episode of the (we hope) ongoing series, Ryo has reached Hong Kong after tracing his father's killer across the sea. The game is roughly five times larger than the first chapter and sees Ryo making his way through the built-up city streets and into the wilderness where he finally meets the mysterious girl from his dreams. As before, a number of gameplay styles are utilised: including fighting, rhythm, adventure and puzzle – held together by a sophisticated action RPG core. If you're looking for a unique, thought-provoking gaming experience to get your teeth into this Christmas, *Shenmue 2* is your game.

**NEW  
SCREENS**

# NEWS

GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES...

It makes use of what's easily the most extravagant peripheral ever



MK21-R  
5821  
67CG  
2821



XBOX ONLY

NEW SCREENS

## STEEL BATTALION

YOU THOUGHT THE XBOX CONTROLLER WAS BIG? WELL JUST WAIT UNTIL YOU SEE THE BEAUTY THAT COMES WITH THIS!

Publisher: .....Capcom  
Developer: .....In-house  
Players .....1  
Out: .....November

If you've not read about *Steel Battalion* in our pages before, this is Capcom's attempt at trying something a little different with the niche robot-fighting genre. You see,

not only does *Steel Battalion* look completely stunning, but it also makes use of what's easily the most extravagant videogame peripheral ever. With its 40 buttons and switches, the controller is roughly the size of three Xbox consoles, and even includes an abort button contained under a hinged transparent Perspex lid – just like in the movies!

But what do all these buttons and switches do? Well, the foot pedals and joysticks control your robot and cannons – in fact, controlling the beast is more straightforward than you'd expect. The complicated part comes when you start learning all the gadgets and features your robot has onboard, and then how to use them. Luckily your robot's CPU is always there to help out – indicating when

systems are in need of attention, and even guiding you through the lengthy ignition procedure.

We can't even begin to stress how cool this game is. After play-testing an early version recently we can safely say that this is one of the most innovative titles ever to be developed – and it's only possible on Xbox. This will change the way you look at videogames forever!

**ROBOT WARS.** The main objective of the game is to destroy the rival robot warriors. The incredible sense of scale means that regular human vehicles, such as cars and tanks, are crushed as the grand battles take place.

**IN CONTROL:** *Steel Battalion* is known as *Tekku* in Japan and it's not difficult to see why. With so many dials, switches, buttons and levers to learn, it's going to take some time before you get good at this. Luckily your robot co-pilot is always on hand to help out.

### PACK IT IN!

A huge controller needs a huge box, and here's the Japanese one. We doubt that such nifty packaging would ever be released on these shores – we can but hope. Capcom has announced that it's trying to keep the price down to £100 for both the game and controller, though the US price of \$200 (£130) would indicate that this could be a little optimistic. Even if *Steel Battalion* does end up costing that little bit extra, this will still go down in console history as a groundbreaking title.

**STRAIGHT FORWARDS:** No matter which direction you're looking through on the main screen, your smaller monitor always aims ahead of your robot. This helps you to keep track of your exact position in the vast and detailed landscapes.

NEW  
SCREENS

**OUCH!** Just like in the cartoons, the characters are subjected to all kinds of comedy attacks. Their responses are similarly stylised

**WHAT'S UP DOC?** Play as four Warner Bros favourites, each with loads of authentic animations and voice samples.

**GET A LIFE.** Your energy is represented as star quality. This can then be charged up by showing off your talents to Yosemite Sam.

*Loons is as much about learning the environments as it is fighting*

# LOONS: THE FIGHT FOR FAME

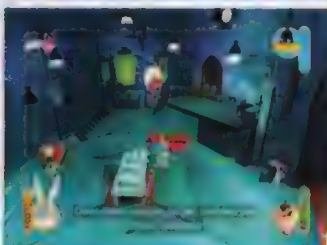
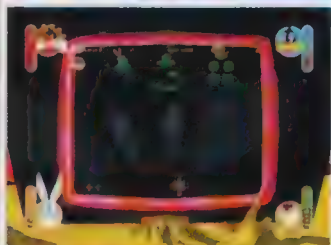
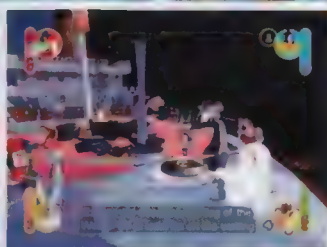
POWERSTONE MEETS WARNER BROS IN A BATTLE OF FISTS, WEAPONS AND WITS!

Publisher: .....Infogrames  
Developer: .....Warthog  
Players: .....1-4  
Out: .....October

**W**ith so many serious games being brought out on the Xbox, it's great to see the more family-oriented titles beginning to filter through with the second wave of releases. In fact, *Loons: The Fight For Fame* should have the best of both worlds, as the four playable characters; Bugs Bunny, Daffy Duck, Sylvester and Taz all have that universal appeal that should attract gamers of all ages. The story goes something like this: Yosemite Sam is making a movie and each of the characters is desperate to earn the leading role. And with this suitably loony story line the developers have been able to create some hilarious set-pieces that would make Warner Bros proud.

Borrowing more than just a little from Capcom's sublime Dreamcast fighter, *Powerstone*, *Loons* is as much about learning the environments as it is about fighting. Each level is literally packed with Gizmos, and these can be used to inflict all manner of painful and comical injuries on your fellow combatants.

But where this game really excels is with its method of keeping track of the players' energy. Each character has a star rating that is indicated by a number of stars, and these can be reduced in battle – just like energy bars in a regular fighting game. However, at certain points in the game players can charge their life back up by demonstrating their star quality – usually by playing a musical instrument or something similar. When a character's star rating is full they can elevate themselves further by taking part in one of the retro mini-games included. Genius!



# NEWS

GOSSIP, GAMES, EVENTS, LAUNCHES, RUMOURS AND RELEASE DATES

**NEW  
SCREENS**

**ON THE UP:** As with *Tomb Raider*, *Galleon* is all about discovering the ways to reach new, more exciting areas. Levels are full of secrets that require practice, skill and a good head for heights.



**THE HIGH SEAS:** Fleets of sailing ships lie docked around the island. Although the game is called *Galleon*, it's unclear just how much action will actually take place on-board.

**TELL-TALE:** *Galleon* is very much a story-driven adventure game. Impressive animation and bold character designs ensure that plenty of interaction is had, even during the cut-scenes.

## GALLEON: ISLANDS OF MYSTERY

SHIP AHOY! GALLEON IS SOMEWHERE ON THE HORIZON...

Publisher: ..... Virgin  
Developer: ..... Confounding Factor  
Players: ..... 1  
Out: ..... December TBC



Try moving too quickly over a moss-covered floor and you'll slip over



A few years ago when the designers of *Lara Croft* left Core to start up their own company, they unveiled their first project – an adventure game called *Galleon*. Following in the footsteps of *Tomb Raider*, the game featured many of the same gameplay mechanics, including jumping, climbing, swimming and exploring, but with a much more cartoon-like pirate theme. At the time it was unclear which format(s) the game was in development for, but sometime after the initial unveiling, the company then announced that it would be released for both PC and console.

Since those early days the game has gone through a lot of changes and, by the time it's released, will have been delayed for well over a year. But judging by the latest batch of screenshots and info, the wait will have been well worth it.

In an attempt to try something a little different, Confounding Factor has designed *Galleon* to use tactile textures. In other words, try moving too quickly over a moss-covered floor and you'll slip over. Find a mossy cave wall, however, and you can cling to the moss to climb to exciting new areas. It may sound simple but it's actually an integral part of the game design. We should have more on this during the autumn.



### THE DREAM CAST

Some of the character designs may look a little out-of-date, even Dreamcast-like, but once you see the work that's gone into the animation you'll know why. Whether it's Captain Rhama Sabrier, Faith, Mi Hoko or even any of the lesser-used characters, the movement and style is second to none. Walt Disney anyone?



# UNREAL CHAMPIONSHIP

XBOX GOES LIVE WITH ONE OF THE BEST FIRST-PERSON SHOOTERS EVER CREATED!

**W**e've finally received new screens of the most anticipated Xbox game since *Halo*, and boy does it look good!

*Unreal Championship* is the flagship title amongst the Xbox Live launch line-up, and will undoubtedly be the benchmark by which the upcoming Broadband service is tested.

Thankfully this looks set to deliver in just about every way it can. Up to 16 players can compete simultaneously online, either on foot or in one of the brand-new land or air-based vehicles – using some of the most destructive weapons ever seen in a first-person shooter. As you can see in these new shots, the arenas are absolutely huge to cater for such massive battles, and include some impressive set pieces to make things more interesting.

The designers at Digital Extremes have spent excessive time planning and perfecting the control on Xbox, and are confident that the new features they've added, such as double jumps and special moves, will enhance the game from its original PC guise. They've also added a number of unlockable features, making Xbox *Unreal* the definitive version to have in your collection.

Publisher: .....Infogrames  
Developer: .....Digital Extremes  
Players: .....1-16  
Out: .....November TBC



New features will enhance the game from its original PC guise

**HUGE ARENAS:** As *Unreal Championship* is designed to be played by up to 16 people, the arenas have been made especially large to cater for such epic battles. With so many places to hide danger could be around any corner.

**BIG GUNS:** Picking up new weapons and learning their strengths will take you a long way towards winning a battle. Thanks to Xbox the effects produced are stunning.

**ARE YOU A PLAYER?** Up to 16 players can compete simultaneously online. *Unreal's* fast-paced battles will benefit hugely from the Broadband Xbox Live service.

# RELEASE SCHEDULE

AUGUST

Acclaim  
Empire Interactive  
Vivendi/Universal  
Namco

## DEAD TO RIGHTS

**Endave**  
**Mat Hoffman Pro BMX 2**  
**Sneakers**  
**Splashdown**

Swing!  
Activision  
Microsoft  
Infogrames

**SEPTEMBER**

Baldur's Gate: Dark Alliance	Interplay
Barbarians	Virgin
Battle Engine Aquila	Infogrames
Blade 2	Activision
Chase	BAM! Entertainment
Conflict Desert Storm	SCI
Crazy Taxi: High Roller	SEGA
Defender	Midway
Fila World Tour Tennis	THQ
Furious Karting	Infogrames
Giants X	Interplay
Gravity Games: Street, Vert, Dirt	Midway
Kelly Slater's Pro Surfer	Activision
Largo Winch	Ubi Soft
Lotus Challenge	Virgin
Mercedes-Benz World Racing	TDK
Need For Speed: Hot Pursuit 2	EA
Pro Tennis WTA Tour	Konami
Rainbow Six: Raven Shield	Ubi Soft
Serious Sam	Take2
Shadow Of Memories	Konami

## SHADOW OF MEMORIES

Starsky And Hutch  
Street Hoops  
Tetris Worlds  
TimeSplitters 2  
The Thing  
Turok Evolution  
WWE: Raw Is War  
Yager

Empire  
 Activision  
 THQ  
 Eidos  
 Vivendi  
 Acclaim  
 THQ  
 THQ

## OCTOBER

### Armada 2: Exodus Black And White

Metroid  
EA

## OCTOBER

Colin McRae 3

## Codemasters

**COLIN MCRAE 3**  
**CODENASTERS** ABR 2

After *RalliSport Challenge* was released we thought Xbox Rally games could get no better. Wrong! *Colin McRae Rally 3* is a real improvement in every respect. The car dynamics are particularly strong elements.

Deathrow  
Fellowship Of The Ring  
Freaky Flyers  
Ghost Master  
GT2002  
Hitman 2  
House Of The Dead 3  
Loons  
Master Rallye  
Mech Assault  
Rally Fusion: Race Of Champions  
Rayman 3: Hoodlums World  
Reign Of Fire  
Robocop  
Soul Calibur 2  
Superman  
Taz Wanted  
Terminator: Dawn Of Fate  
Toxic Grind  
Vexx  
XIII

Ubi Soft  
Vivendi  
Midway  
Empire  
SEGA  
Eidos  
SEGA  
Infogrames  
Microids  
Microsoft  
Activision  
Ubi Soft  
BAM!  
Titus  
Namco  
Infogrames  
Infogrames  
Infogrames  
THQ  
Acclaim  
Ubi Soft

## NOVEMBER

**Batman: Dark Tomorrow**  
**Blinx: The Time Sweeper**  
**Bloodrayne**  
**Brute Force**  
**Dark Angel**  
**Falcone: Into The Maelstrom**  
**Frogger Classic**  
**Geoff Crammond's Grand Prix 4**

Ubi Soft  
Microsoft  
Vivendi  
Microsoft  
Vivendi  
Virgin  
Konami  
Infogrames

**GEOFF CRAMMOND'S GP4**  
**MEMORABLES** (If you're an F1 fan, the chances

If you're an F1 fan, the chances are that you've been pretty unimpressed with EA's predictable multi-format offering. Rest assured very soon you'll be able to get your hands on the very best F1 racing of all time - *Gran Turismo*. **Crammond's GP4.**

Indiana Jones And The Emperor's Tomb  
Kakuto Chojin  
Kingdom Under Fire 2  
Mace Griffin: Bounty Hunter  
Malice: Kat's Tale  
Micro Machines  
Minority Report  
Mission Impossible 2  
NFL Fever 2002  
Operation Flashpoint: Cold War Crisis  
Panzer Dragoon Orta  
Risk  
Rocky

- Activision
- Microsoft
- Phantagram
- EA
- Vivendi
- Infogrames
- Activision
- Infogrames
- Microsoft
- Codemasters
- SEGA
- Infogrames
- Rage

## NOVEMBER

### Rolling Shaun Palmer's Pro Snowboarder 2 Splinter Cell

**Rage**  
Activision  
Ubi Soft

**SPUNKY CELL**  
UNISOFT

**Metal Gear Solid** creator, Hideo Kojima, recently voiced his fondness for *Splinter Cell*. And it's not difficult to see why—the game has much in common with *MGS* but also blends many unique and innovative ideas into the mix. Definitely one to watch.

Star Wars Knights Of The Old Republic  
Star Wars Jedi Knight II: Outcast  
Steel Battalion  
SWAT: Global Strike Team  
The Elder Scrolls 3: Morrowind  
ToeJam & Earl  
Tom Clancy's Ghost Recon  
Tony Hawk's Pro Skater 4  
Top Gun  
Total Immersion Racing  
TransWorld Snowboarding  
Unreal Championship  
Whacked!  
X-Men: Next Dimension

Activision  
Activision  
Capcom  
Sierra  
Ubi Soft  
SEGA  
Ubi Soft  
Activision  
Virgin  
Empire  
Atari  
Infogrames  
Microsoft  
Activision

## DECEMBER

ATV Quad Racing 2  
Battlefield 1942  
Big Mutha Truckers  
Deus Ex II: The Invisible War  
Dino Crisis 3

Acclaim  
EA  
Empire  
Eidos  
Capcom

**DINO CRISIS 3**  
**CAPCOM**

So *Resident Evil* is exclusive to GameCube? Well that won't matter once Capcom's other survival horror is released exclusively for Xbox. *Dino Crisis 3* blends a solid 3D control mechanism with the horror and tension of *Resident Evil* or *Silent Hill 2*.

**Galleon**  
**Jurassic Park: Project Genesis**  
**LMA Manager**  
**Maximum Chase**  
**Quantum Redshift**  
**Ridge Racer VI**  
**Strident Shadowfront**  
**Ultimate: Blade Of Darkness**  
**Warhammer 40,000**

Interplay  
Vivendi  
Codemasters  
Microsoft  
Microsoft  
Namco  
Phantagram  
Codemasters  
THQ

CONFIRMED FOR 2003

Apprentice Wizard  
Crimson Skies: High Road To Revenge  
Dronez  
Dungeons & Dragons: Heroes  
Futurama  
Gladius  
Kung Fu Chaos  
Lamborghini  
Metal Gear Solid 2 Substance  
Midtown Madness 3  
Monopoly Party  
Quake IV  
Racing Evoluzione  
Rollercoaster Tycoon 2  
Star Wars Galaxies  
Tork  
True Crime: Streets Of LA  
Twin Caliber  
Zapper

Microïds  
Microsoft  
Metro 3D  
Infogrames  
SCi  
Activision  
Microsoft  
Rage  
Konami  
Microsoft  
Infogrames  
Activision  
Infogrames  
Infogrames  
Microsoft  
Microsoft  
Activision  
Rage  
Infogrames

TBC

## TOP 10 MOST WANTED

007: Nightfire	Microsoft
Amped 2	THQ
Alter Echo	THQ
BC	THQ
Brainbox	THQ
Broken Sword: The Sleeping Dragon	THQ
Charlie's Angels	THQ
Counter-Strike	THQ
Crimson Sea	THQ
Crank The Weasel	THQ
Deve Mira 3	THQ
Dead Or Alive Extreme Beach Volleyball	THQ
Duality	THQ
Evil Dead: A Fistful Of Broomstick	THQ
Evolution Snocross	THQ
Far Cry	THQ
Fast And The Furious	THQ
Freedom: Battle For Liberty Island	THQ
Harry Potter And The Chamber Of Secrets	THQ
Haven: Call Of The King	THQ
Ironstorm	THQ
Kingdom Under Fire 2	THQ
Legion: Legend Of Excalibur	THQ
Loose Cannon	THQ
Lord Of The Rings	THQ
Marvel Vs Capcom 2	THQ
Mortal Kombat	THQ
Moto X	THQ
MX Superfly	THQ
NBA 2K3	THQ
NHL Hitz 20-03	THQ
Nightmare Creatures 3	THQ
Ninja Gaiden	THQ
Phantasy Star Online 2	THQ
Project Ego	THQ
Phantom Crash	THQ
Psychonauts	THQ
Sgt Cruise	THQ
Shaun Murray's Pro Wakeboarder	THQ
Shining Lore	THQ
Shoot To Kill: Columbian Crackdown	THQ
Space Race	THQ
Tennis Masters Series	THQ
The Matrix	THQ
Thunderstrike: Operation Delta	THQ
TOCA Race Driver	THQ
Wolverine's Revenge	THQ
World Sports Car	THQ
WWE Crush Hour	THQ

▼ **PHANTASTIC:** SEGA Sonic Team again hits the mark with *Phantasy Star Online 2*.



WE MAY BE A WEIRD LOOKING BUNCH BUT UNDER THE HORRIFIC SHELLS THERE LIE LIVING BRAINS THAT ONLY MANAGE TO TICK OVER EACH DAY THANKS TO DREAMS OF VIDEOGAME FANTASY. HERE'S WHAT'S ON THE MINDS OF THE XBM TEAM...

NEW POSITION	LAST POSITION	GAME
1		<b>PROJECT EGO</b> Not a single day goes by when we don't think about playing this game. This real-time RPG has to be one of the most ambitious projects we've ever seen.
2	NEW	<b>SPINTER CELL</b> After playing this game we can safely say that we cannot wait to get our hands on the final version. See our huge Up Front feature on the game in this issue.
3		<b>DEUS EX 2: THE INVISIBLE WAR</b> The first one of these games received an incredible amount of praise on the PlayStation2. This sequel hopes to double all efforts and we're not arguing.
4	NEW	<b>METAL GEAR SOLID 2 SUBSTANCE</b> A great game already but now it's getting some serious spit and polish treatment. Surely the idea of a skateboarding game is enough to warrant a purchase on its own.
5		<b>UNREAL CHAMPIONSHIP</b> We've heard so many good things about this title already that it's got to the point where we just want to play it! Far too many sleepless nights spent waiting.
6	NEW	<b>THE THING</b> Watching the human AI throw up at the sight of the Thing was enough to make us turn our heads and smile. This should make for the perfect survival horror game.
7		<b>PANZER DRAGON ORTA</b> After some extensive play of the E3 demo we were left wanting more. The game clearly has a lot to offer but we're beginning to have concerns about replay value.
8		<b>COUNTER-STRIKE</b> This game is looking further and further away by the day. This is incredibly annoying, as we just know that when it comes out we're going to be lost for days on end.
9		<b>STAR WARS GALAXIES</b> When Xbox Live launches at the end of this year there are going to be many good games available to play, but we can bet that a lot of people will be waiting on this.
10		<b>COLIN MCRAE 3</b> With <i>Project Gotham</i> finished most people will be in need of another decent racing title to waste away the hours. Mr McRae should make for perfect company.

# ESSENTIAL HOME CINEMA

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TRANSFORM. TARGET. TERMINATE.

# GUNMETAL

TRANSFORM. TARGET. TERMINATE.

"An enjoyable serving of intense robot-death combat that is highly recommended." **8.3/10**



"... this is the Transformers game that everyone wanted." **8/10**



**Rage**

[www.rage.com](http://www.rage.com)

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Microsoft think it is?  
Launching a games  
console with no prior  
gaming experience? We  
know of it because  
*Windows* powers our  
PCs, because we do our  
surfing with *Internet  
Explorer*, because our  
letters are typed on  
*Word* – not because of  
its games. Ah, think  
again, because it's not  
all spreadsheets and  
operating systems  
sonny, Microsoft is  
learning how to  
have fun.

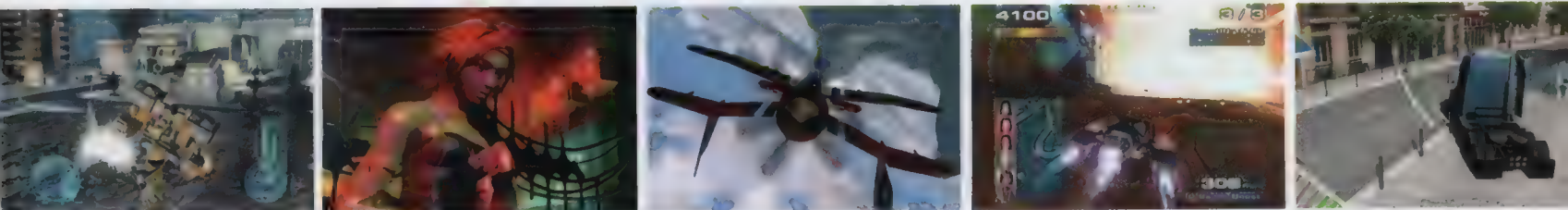
Microsoft Game  
Studios is the name  
under which several  
development teams are  
working, all of them on  
cutting edge games for  
your friendly Xbox. And  
*only* on your Xbox.  
Every console needs  
first-party software and  
this is what Microsoft  
is doing to show  
the way...

## GAME STUDIOS

ONLY ON



# xbox™





# Midtown Madness 3

DEVELOPMENT TEAM: Digital Illusions

HOW LONG IN DEVELOPMENT: 18 months

OUT: March 2003

WITH two previous games appearing on PC, the *Midtown Madness* franchise has a certain reputation. It was the first game (yes, even before the PSone's *Driver*) to feature real cities, and those cities were pretty accurately mapped to boot. This Xbox version promises to be the most accurate, alive and breathing version yet.

This time round the action takes place in two cities: Washington DC and Paris but the focus remains largely the same: on madcap, over the top racing. You can assume a variety of careers, racing against other drivers and performing tasks within a time limit. There are some 50 missions in total with around 30 licensed vehicles that range from limos to sports cars to city buses and taxis.

Add to this some innovative ideas for online play and what we have is the Xbox's own answer to *GTA3*. Minus the mindless violence, of course...



## Developer Interview

**XBM:** How accurate are the maps of both Paris and Washington DC?

**Digital Illusions:** Both Paris and Washington should have all the famous landmarks and most of the not-so-famous places that locals should recognize. The Champs-Elysees, Arc de Triomphe, L'Ecole Militaire and the River Seine are all there, as you would expect, but what you will also get is a real 'feel' for the city, with the musical soundtrack lending itself to the atmosphere, and a real feel for *Midtown* (you will see things like street mimes doing backflips as they try to avoid your out of control driving). The other thing to keep in mind is the sense of scale that these cities have versus previous versions of the game. Paris in *Midtown Madness 3* will be nearly three times the size of San Francisco in *Midtown Madness 2*. The fact is that the cities will almost be to scale but we didn't want to simply replicate the cities while sacrificing on the gameplay essence of *Midtown*. That's why we opted to remove some of the side streets in Washington and Paris, and added alleys and shortcuts to enhance Blitz, Checkpoint and Cruise modes, plus the all-new Career mode.

**XBM:** Can you tell us a little more about the Career Mode? Will you give us some examples of the objectives involved?

**Digital Illusions:** Well, for starters, we recognized that our stunt driver/London cabbie mode in *Midtown 2* could have used some

improvement. So we set our sights out on developing a truly robust and innovative Career mode that ensured consistency with the overall tone and character of the *Midtown* franchise.

The Career mode is actually comprised of a total of 56 missions and a total of 12 different (14 in all) 'Careers' or 'Jobs'. You will develop your character (you) as you literally climb up a career ladder by taking yourself through a variety of driving-related jobs/occupations. The point here is to successfully complete a series of missions per career in a designated vehicle, unlocking new careers, new vehicles etc along the way. Each career will be broken down into four parts, three of which have to be completed to advance to the next chapter. You can complete any three missions within the career, but if you decide to go back and complete the fourth, you'll unlock a bonus item of sorts. Think of progression in terms of starting off as a delivery driver, proceeding to, say, a taxi driver, then to a limousine driver and eventually to something like a police officer. As you are progressing through your career path, all of your actions and all of the missions are part of an overall story line. This is also captured by a series of cut-scenes throughout that give you a real sense that you are part of an all-encompassing story. Yes, there's actually an overall reason as to why you are doing this but if I told you what it was, then it would spoil all the fun, now wouldn't it?

**XBM:** Obviously this isn't *Grand Theft Auto*, but did you consider allowing the player to change cars mid-mission?

**Digital Illusions:** Not really. *Midtown's* heritage, if you will, has always prided itself on the action that you sustain while IN the car. The concept of actually getting out of the car has never been considered because the car that you have selected is essentially the central character, with YOU as the driver.

**XBM:** Will damage affect the control of the cars?

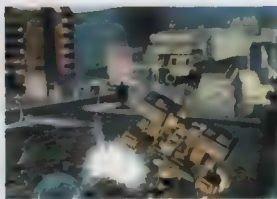
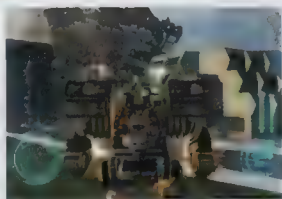
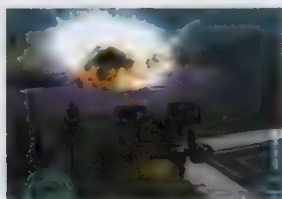
**Digital Illusions:** You will be able to damage your cars and the plan is to have the damage impact how well your car performs.

**XBM:** Can you disclose some of the online features of the game? What kind of things will be available to download?

**Digital Illusions:** I can give you a little taste of what online will look like in *Midtown 3*. We will support Xbox Live, with up to eight players being able to participate in Blitz, Cruise and Checkpoint races. We will also have some specific multiplayer online game modes including the ever-popular 'Cops & Robbers', where some players will drive in police cars (the Cops) and others in non-police cars (the Robbers), all chasing after a pot of gold. Once the gold is picked up it would have to be delivered to either a hideout (for the robbers) or the bank (for the cops).

# MechAssault

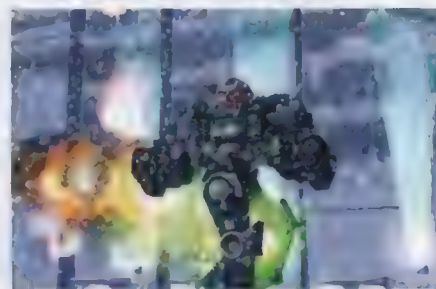
DEVELOPMENT TEAM: Day 1 Studios    HOW LONG IN DEVELOPMENT: 20 months    OUT: November 2002



NOW here's a franchise that will need no introduction to PC gamers. The *MechWarrior* games have been a massive success on the PC – simulations of what it would be like to pilot one of these massive walking tanks if you like. This Xbox incarnation will take another approach, however. Taking it's cue (strangely enough) from the likes of *Halo* et al, *MechAssault* is an out-and-out shooter which has little time to acknowledge the PC's simulation games.

The first thing that we noticed about *MechAssault* was that you can blow up everything – that includes a city's worth of high rise tower blocks, skyscrapers and (ho, ho) schools. Oh, and these felled buildings can inflict damage on enemies if they're standing underneath.

In the game you'll be fighting your way through numerous missions, across a variety of landscapes, taking on everything that the enemy can throw at you – tanks, helicopters, troops (you should hear the screams when you squash 'em) and naturally Mechs.



## Developer Interview

**XBM:** What were your criteria for bringing the BattleTech universe to console?

**Day 1:** BattleTech has a rich and interesting history in fiction, game design and in gameplay. The *MechWarrior* 'simulation' series has been wildly popular on the PC, but hasn't captured the imagination of the console audience to the same degree. So the first criteria was to give the player a fresh experience they haven't had in BattleTech. We've accomplished this with the frenetic action and having the game completely reinforce just how badass these Mechs are. In the game when you dodge an enemy shot, that shot may shatter the face of a building, or cause it to explode.... Real power! *MechAssault* reinforces the devastatingly destructive power of the Mechs better than ever.

The second criterion was to continue the gestalt of BattleTech... the depth and what we used to call the 'fractal zoom'. Which meant the closer you look the more you realize is there. Sure it's an action game, but we are providing the player an escape into the richly detailed and complex world of BattleTech. It's a fun place to be.

Our final criterion was that *MechAssault* had to keep up the long-standing BattleTech tradition of outstanding online play. With the infrastructure of Xbox Live we can provide a unique experience. Cooperative play is unbelievable with features like voice communication... we are pumped to bring this experience to console players.

**XBM:** How does the story fit into the BattleTech universe?

**Day 1:** The Word of Blake controls a planet in a deep Periphery world and is about to bring sophisticated anti-orbital guns online. As part of the Wolf Dragoons you are contracted to be first in to eliminate the threat of the anti-orbital guns. Failure will put the Dagoon's primary landing force in harm's way. What could be more fun?

I guess you could say we are tangential to the *MechWarrior* story line.

**XBM:** Naturally the game features mission-based gameplay, do your objectives change mid-mission?

**Day 1:** We will keep the player on his/her toes with changing objectives, new objectives and, of course, more than a few obligatory surprises. Weather and limited visibility will also challenge the player.

**XBM:** Previous Mech games have had a real 'simulation' aspect to them. Why did you opt for a more arcadey approach on Xbox?

**Day 1:** We did a lot of research on 'sim' type games on console platforms. Few have done exceptionally well. *MechWarrior* PC is an excellent simulation of being a pilot in a Mech and managing the Mech itself. If you demand that type of gameplay then *MechWarrior* on the PC is your game. Believe me, there is a lot to look forward to in *MechWarrior* land.

We felt we could enhance the console experience with a faster paced game. We are still reinforcing many core game design concepts established in BattleTech, but in a less rigid structure. So the player will have to manage heat, but if they push the envelope the Mech won't shut down in the middle of a battle. Instead weapons will not target effectively or fire as often if the Mech is heated up.

**XBM:** To what extent can you customise and change the abilities of your mech?

**Day 1:** Players will choose from a wide variety of Mechs and customize their Mech during gameplay through collecting salvage from destroyed enemy. The Mech's capabilities can be dramatically improved through strategic salvage collecting.

**XBM:** What can you tell us about how the game will work online?

**Day 1:** *MechAssault* will have many of your favourite multiplayer game types and a few styles of play that are unique to our product. The build-a-base version is particularly interesting with players fortifying their bases at the expense of tonnage and weaponry in their Mech. We also have some special plans to tie the voice feature of Xbox Live into our gameplay. I can't begin to tell you how cool this is.

# Kakuto Chojin

DEVELOPMENT TEAM: Dream Publishing    HOW LONG IN DEVELOPMENT: 12 months    OUT: March 2003

**AND** you thought *Dead or Alive 3* looked stunning. *Kakuto Chojin* boasts visuals that make that game look positively last generation. Think bones breaking. Think sweat flying off an opponent's brow. Think muscles rippling. Okay, don't dwell on that but trust us, *Kakuto Chojin* looks the business.

It should play as well as it looks. Designed by Seiichi Ishii, the man behind (minor) PSone hit *Tobal* and (massive) PS2 hit *The Bouncer*, it has the pedigree to go up against the likes of *Virtua Fighter* and *Tekken*. Apparently the game boasts 'no canned reactions' and that every blow landed will cause a fighter to react in a different way.

**XBM:** Are the moves based on real martial arts? Which ones?

**Dream:** Yes, all the characters will use moves that are based on real existing martial arts. The martial arts styles will include: boxing, karate, pro wrestling, capoeira and jeet kune do.

**XBM:** Apparently no two fights are the same and every punch, kick and counter move has a different effect. How exactly does this feature work?

**Dream:** An important element of the game is the smooth fighting animations and effects of attacks. This is being done to such a degree that gamers will be able discern differences in reactions depending on the circumstances of the attack. We are very focused on moving away from the very digital, formulaic motions of today's fighters where each reactive motion corresponds to a particular attack every time.

**XBM:** Does the damage that fighters take affect their ability to fight? If not, was this something that you discussed?

**Dream:** Of course this was a feature we discussed, as we understand other games are considering this. Our main focus of the game is to provide the best fighting experience. In pursuit of this we preferred to focus on other important features such as the fighting mechanics.



## Also from Microsoft Game Studios...

### Brute Force

Now this is going to be great. Four player co-op, four different characters, big guns, big worlds, bad aliens. And we even said that without a hint of irony. While *Brute Force* won't be the next *Halo* (totally different, you see) it should at least match the fun you had with that game in co-op mode. Nah forget that. It will be much better.

### Blinx: The Time Sweeper

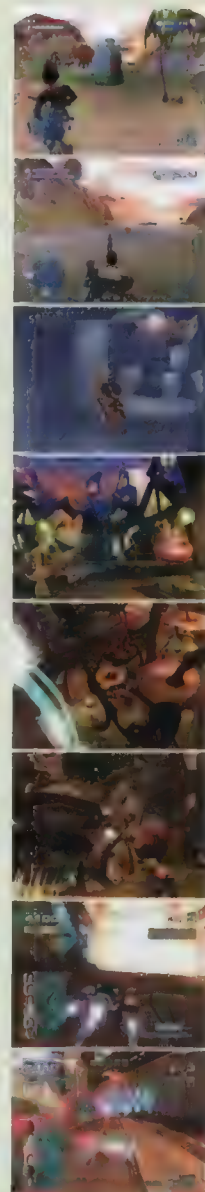
3D platform action with a twist. Stop, rewind, fast forward, slow down and record the action to help your way through a load of worlds filled with bad guys. This is what Xbox needs – innovative games that are only possible on this console.

### Psychonauts

You play Raz, a cadet at a psychic camp, working on his levitation finals. Raz discovers that someone is stealing psychic children and using their brains for some dastardly purpose. You get to dive into the minds of bizarre characters (the platform bits) and put a stop to this evil doing. Oh, and while you're at it you also get to complete your merit badges in Telekinesis, Clairvoyance and Firestarting.

### Quantum Redshift

All you need to know: *WipeOut* on Xbox. Developed by at least some of the original *WipeOut* bods, this is the game 'they always dreamed that *WipeOut* would be...' While we may not believe that for one second, *Quantum Redshift* is faster than the eye can see. And that, young sirs, is a good thing.



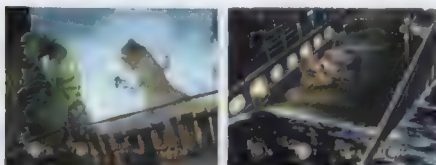
Developer Interview

## Kung Fu Chaos

DEVELOPMENT TEAM: Just Add Monsters  
HOW LONG IN DEVELOPMENT: 12 months  
OUT: November 2002

Now here's a weird one. Famous film sets and frantic beat-'em-up action with all the stylings of Channel 4's *Banzai*. Think *Dead or Alive* with four players, with no real moves (just bash those buttons, man) and ever-changing backgrounds and you'll have *Kung Fu Chaos* in a nutshell.

Fights take place on the Titanic, in the jungles from *Jurassic Park* and other such places, each with its own director who's only too willing to add his own comments to your performance. There's no knockout here folks – points are awarded for finishing opponents off and knocking them out of the set: the winner is the one with the most points.

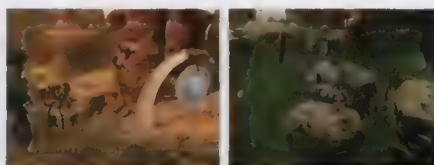


## Tork

DEVELOPMENT TEAM: Tiwak  
HOW LONG IN DEVELOPMENT: 16 MONTHS  
OUT: March 2003

Time travel. A 3D platforming adventure. Evil warriors who want to destroy the world or such nonsense. We've heard it all before. But *Tork* might actually be a little bit special...

You see, our hero can transform into three creatures: a bulldozing yeti, an armour-plated armadillo and a flying squirrel. So that's three abilities – the yeti can be used to start landslides, smash through walls and generally bust the place up. The armadillo is good for fighting enemies – curl him up and he becomes one dangerous bowling ball. The squirrel on the other hand is fairly weak but has the power of flight (kind of – check your natural history on this one) – needless to say, mastering all three forms plus Tork's natural state is the key to making your way through this world.

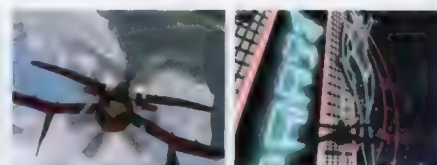


## Crimson Skies

DEVELOPMENT TEAM: Microsoft Game Studios  
HOW LONG IN DEVELOPMENT: 20 months  
OUT: October 2002

GameCube gets *Rogue Leader*, we get *Crimson Skies*. Ho hum. But never mind – apart from the *Star Wars* appeal of the former, the games are similar in structure. *Crimson Skies* is a fantasy game – one of those 'what if...' stories where Thirties technology is combined with modern technology to make, well, bi-planes and airships with mad weapons. Kind of like that black and white *Flash Gordon* serial...

You play Nathan Zachary: hotshot pilot and saviour of damsels. The game pans out with many mission-based objectives, ones that change mid-mission and so on. One level we saw made us sit up and take notice – set in a fantastical Chicago where skyscrapers just seemed to keep going up – the setting for dogfights was truly jaw-dropping!





WORDS:  
Mike Richardson

# THE THING

YOU'RE IN THE MIDDLE OF NOWHERE, MILES FROM ANY KIND OF HELP. IT'S BELOW FREEZING AND GUESS WHAT? YOU'RE NOT ALONE.



## RECORDING TRANSCRIPT 1

Recording Transcript 1  
Location: Antarctic Outpost 31  
Date: 20 September 2002  
Time: 22:47

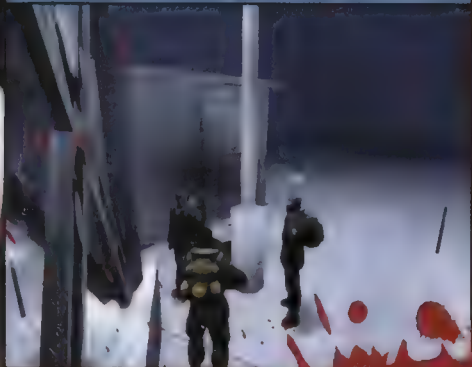
After losing contact with the science team a decision was made to send in a military investigation unit. Leading this mission is Captain Blake and Colonel Whitely. We arrived at the base on schedule at 0830 and so far have seen no sign of activity at the American camp. The team deployed at the Norwegian camp a few clicks away reports a similar lack of contact. After a quick check around the perimeter we're going to continue our search inside as the sun is fading, and with temperatures hitting around -60 C you can freeze to death within a few minutes.



## POINT OF NO RETURN

JUST FOR THAT EXTRA BIT OF CHALLENGE YOUR TEAM DECIDES TO CUT OFF ALL MEANS OF ESCAPE!

Despite the fact this game is set in the open expanse of the Antarctic there is an immense feeling of claustrophobia in *The Thing*. Part of this stems from the inhospitable environments, but when you begin the game you also realise that there is no immediate means of escape. All forms of transport (including the horse you rode in on) lie burning around the camp. Still, that military training should come in handy.



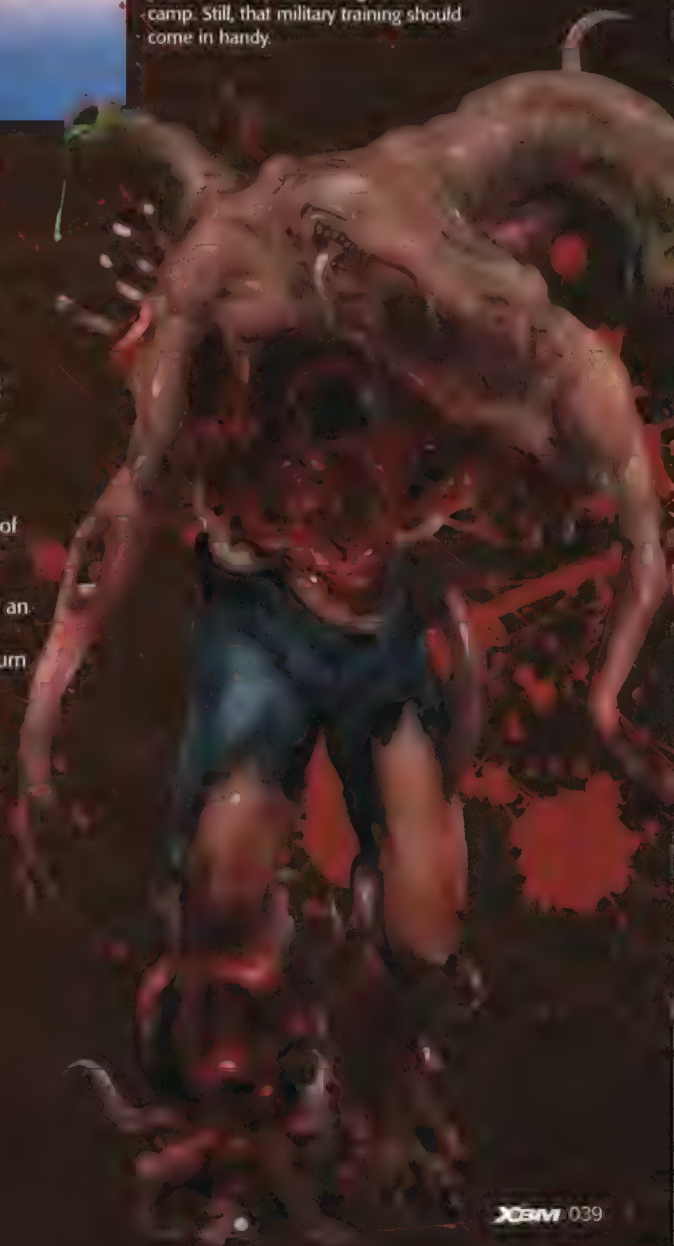
## COOL RUNNING

SUDDENLY THE TRADITIONAL ENGLISH SEASIDE HOLIDAY LOOKS ALL THE MORE TEMPTING!

Right from the moment you start playing you're thrown into the thick of it in this game - a meter pops up at the corner of the screen. This ticks down every time you're outside, like an oxygen meter would if you were underwater. Let it hit zero and you turn into a frozen lollipop! Later on watching the clock is essential but, thankfully, there are some guiding beacons in place on the main paths that light the way for lost souls.

## THING

The Norwegian who's chasing the dog towards the American camp at the start of the film is shouting in his native language at the disturbed scientists. Translated it is actually a warning. If only one of them spoke Norwegian!

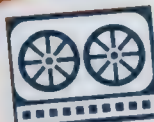




## KNOCK KNOCK

IT'S GOING TO BE YOUR HOME FOR THE NEXT COUPLE OF DAYS SO YOU'D BETTER GET USED TO IT...

If you've seen the film you should recognise quite a lot of the areas in this game. The developers have worked really hard to make it as close a certain amount of authenticity as possible. Now if you're like us you're probably quite worried that this isn't going to be enough of a play area, but as soon as you begin the game you realise that there's lots of exploring to do. As well as plenty of running.



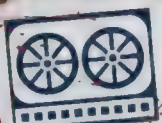
## RECORDING TRANSCRIPT 2

Location: Antarctic Outpost 31  
Date: 20 September 2002  
Time: 22.50

We're inside the main compound now and there is still no sign of life. At this moment things are not looking good and we have to fear the worst. The men are already getting jump and it seems wise to keep our guard up.

Power to most of the systems has been compromised and it's not much warmer inside than it is outside. After a quick sweep of the camp we're going to set up a base of operations in the infirmary where...wait a minute...oh god...

...it looks like this is the location of the rescue mission.



## RECORDING TRANSCRIPT 3

Location: Antarctic Outpost 31  
Date: 20 September 2002  
Time: 23.30

It's clear now that there are no survivors. We've received similar reports from the Norwegian camp but communication is dying as the weather worsens. The body count so far is five and the medic is currently examining the corpses for causes of death. Nothing obvious is presenting itself at the moment but one thing's for sure - all of the bodies have suffered some very violent wounds.

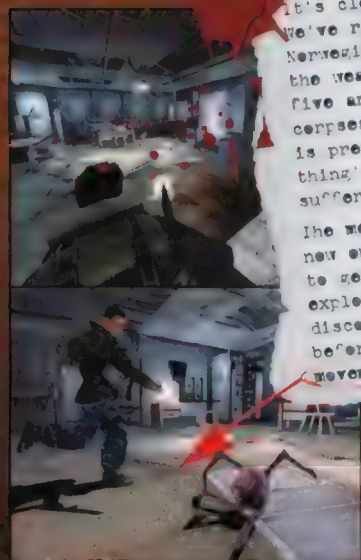
The men are getting spooked and survival is now our utmost concern. Our engineer is trying to get all systems back online so we can explore the rest of the compound and try to discover just what has happened here before...hang on a minute...there's some movement...oh Jesus, what the...OPEN FIRE!



## GOOD TO GO

NOW WE KNOW IT'S TEMPTING, BUT KEEPING YOUR TEAM ALIVE IS AN ESSENTIAL MISSION!

You begin the game with three men by your side. There are the engineer, a happy soldier and the medic. When you get injured (an unavoidable and usually frequent occurrence) you can call upon the medic to come and heal you. So it pays to keep them alive and, more importantly, keep them on your side. All you need to do is walk close to them to get healed. If only all medicine were that simple.



## LEGENDARY REALLY SORT THE MEN FROM THE BOYS AND GO FOR THE HARDER DIFFICULTY SETTING!

The game includes a lock-on feature so you don't need to worry about lining up too much on the smaller targets. This is a godsend as targeting in third-person games is never quite as easy as in first person shooters. Before you start the game you have to choose your difficulty setting. The tougher the setting you pick the tougher it is to get a lock-on as the game narrows the cone of vision for each weapon.

## LET THERE BE LIGHT

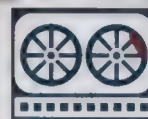
WHEN YOU'RE STUCK UP A CREEK WITHOUT A PADDLE, CALLING ON AN EXPERT IS A GOOD IDEA...

The engineer is one of the many brilliant ideas in this game. Throughout the game you're going to come across doors that cannot be opened and computer terminals that cannot be accessed. Some of these you can do yourself but at times you'll need a pro. To do this all you need to do is stand next to the problem and look at the engineer. He'll then help you out, enabling you to continue - usually into deeper trouble.



## THE THING

Film director and master of horror, John Carpenter, agreed the script with developer Computer Artworks to ensure authenticity. He even provided his likeness and voice for one of the game's characters!



## RECORDING TRANSCRIPT 4

Location: Antarctic Outpost 31

Date: 21 September 2002

Time: 01:18

All these years of training, the worst case scenarios possible, aggressive tactical manoeuvres and situation control. All of it meant nothing...nothing! You can't train for this...

... We were attacked by some kind of mutated spiders. One man, Jones, was lost. His throat ravaged by one of the beasts. The engineer has been able to reboot the computers and we know now that these things are the result of some kind of infection brought across from the Norwegian camp by a dog. All contact has been lost with the other team so there is no way of warning them.

From the information we've gathered it makes sense to burn the bodies in an attempt to contain the virus, although we're not sure if this will have any effect at this late stage. There are some edgy looks developing amongst the survivors and team integrity is disintegrating fast. We need to hold it together.

## WELCOME TO HELL!

WHY CAN'T THERE BE AN EVIL MONSTER THAT LEAVES THE CORPSES IN A HAPPY OR EVEN PEACEFUL STATE?

You knew it was coming. Hell, it's practically an obligatory requirement of the license! But this doesn't stop the odd tingle from dripping down your spine every time you come across one of the bodies in the game. The film was renowned for its gross special effects and that has translated well into the game. The further you progress the more bizarre the twisted hulks of human flesh become. A great family game.

## T WISTED FIRESTARTER

THERE'S SOMETHING REALLY QUITE DEEPLY SATISFYING ABOUT BURNING HUMAN FLESH...

You get a variety of weapons in the game that includes pistols, sub-machine-guns, shotguns and so on, but pride of place has to go to the flame-thrower. Not only are the effects incredibly cool but you'll have great fun shooting the devastating tool through a room full of things. It is especially handy when you have multiple opponents to take care of. Unfortunately, the ammo for this isn't quite as handy.

## THE THING

In one special effects-laden scene of the film, director John Carpenter decided he wanted some flames added. When they were lit the entire room burst into fire because of all of the chemicals in there!

## PEST CONTROL

IF YOU THOUGHT THE FILM WAS SCARY JUST WAIT UNTIL YOU START TO PLAY THIS GAME!

When the development team realised *The Thing* license was a definite you can just imagine the ideas flying around the office. The whole point of the virus is that it can take on any form with relative ease and when it does finally explode it can turn into a biological mess that extends beyond normal comprehension. We love the variations on the spider heads from the film. Makes the *Halo* Flood look weak.

## THE THING

Two alternate endings were shot for the film. One showing a dog running off into the wilderness at the end and another showing MacReady (Kurt Russell) sat in a doctor's office successfully passing a blood test.



## RECORDING TRANSCRIPT 5

Location: Antarctic Outpost 31  
Date: 21 September 2002  
Time: 03:02

This is something you'd never imagine being said but it's comforting to see a grown man ~~not~~ himself. We've been here now for just over four hours but already the possibility of infection is very high and to see a man lose bodily functions reassures us that he is still human.

At the moment things are still running smoothly considering the circumstances but you can feel the tension in the air. One team member has already tried to... well commit suicide. We have now agreed to stick as close together as possible so we can watch each other's backs. At the moment trust is of the essence. The medic has been reading up on some of the computer files and has come across some kind of blood test that can be used to show infection. We're about to test that... now... what do you think you're going to do about that back...



## FEAR OF THE DARK

EVEN GROWN MEN CAN CRY. UNLESS, OF COURSE, THEY HAPPEN TO WORK FOR XBM.

At several points in the game you're going to have to deal with the odd nervous breakdown or two from your colleagues. If they see something gross or have a nasty encounter they start to get afraid. Once their fear meter reaches a high level they can get a weak stomach and throw up, empty their bladder or even drop to their knees and pray for a saviour. Keeping them sane is easier said than done.

## THE EASY WAY

WHEN IT ALL GETS TOO MUCH IT'S TIME TO TAKE SOME SERIOUS ACTION OR THROW IN THE TOWEL!

When all trust is lost in a NPC and fear levels are running high it usually means a character is way beyond saving. It's at this moment that they often try to take their own life to escape the insanity! This will be attempted at the first possible opportunity but obviously if they have a gun to hand it makes the process a lot easier. It's incredibly comical to watch a deranged man try to electrocute himself.

## THING

Developer Computer Artworks is well known for creating a variety of visual organic animations for all forms of media. This has included amongst other things work on the 20th Century Fox film *Hackers*.

## TRUST NO ONE

YOU KNOW WHAT THEY SAY - KEEP YOUR FRIENDS CLOSE AND YOUR ENEMIES EVEN CLOSER...

The trust factor is one of the most important elements of the game. The trust levels held between you and the other team members change constantly. When trust levels get critical you can win someone over in a variety of ways. For example you could give them a loaded gun, kill some Things in front of them or perform the classic blood test whilst they're watching. Losing this trust can severely affect your health!



## MR BIG

YOU'D BETTER HOPE YOUR GUN DOESN'T LOCK WHEN YOU'RE BATTLING ONE OF THESE!

We thought there were only seven layers to hell. Apparently we were mistaken as this game has 11 levels and as you get closer to the end you're guaranteed some seriously ugly bosses. Breaking the game up in this way makes for some faster paced gameplay compared to normal survival horror games. A set number of levels with missions just wouldn't work in a game like *Resident Evil*, but here it fits perfectly.



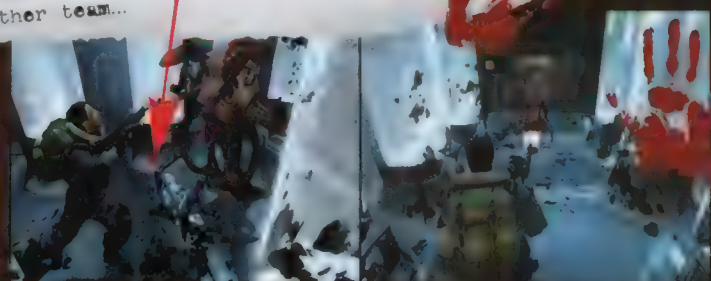
## RECORDING TRANSCRIPT 6

Location: Antarctic Outpost 31  
Date: 21 September 2002  
Time: Unknown

The situation has gone beyond recovery. There are only two of us left now and it's obvious that this 'thing' has won. Just before the attempted blood test a huge creature just exploded out of... out of... ough I'm going to be sick...

...we were split up after the monster presented itself and now I'm not sure if I'm the only one left or if we're both infected. It doesn't really matter any more. Nothing matters. We found a room lined with tubes that were full of weird creatures... there is no way to stop it... too intelligent... been here since time began...

...just hope to god they don't send in another team...



## DOG SOLDIERS

WONDERING WHAT HAPPENED TO THOSE CUTE DOGS FROM THE FILM?

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2528 	3443 	3910 	2267 
3913 	3356 	4890 	3465 
6394 	2106 	2506 	3442 
4889 	3112 	3399 	2622 
2607 	1495 	3412 	3519 
2855 	3469 	3520 	3494 
2244 	3711 	2548 	3488 
5358 	6391 	3709 	2469 
3554 	2818 	2452 	2857 
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2Pac - Until The End Of Time: 4723	Eminem - Under The Influence: 4880	Nickelback - How U Remind Me: 6253	Adams Family: 1434
A - Nothing: 6215	Eminem - Without Me: 6604	Nigel & Marvin - Follow Da Leader: 6579	Airwolf: 4599
A1 - Take On Me: 6284	Enrique Iglesias - Escape: 6589	No Doubt - Hey Baby: 6174	Angel: 4603
Aaliyah - More Than A Woman: 5993	Enrique Iglesias - Hero: 6092	Nas - Girlfriend: 6503	A-Team: 3652
Aaliyah - Rock The Boat: 6581	Eric Clapton - Layla: 3880	Oasis - Stop Crying: 6672	A-Team: 6454
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Aerosmith - Walk This Way: 3903	Eve - Let Me Blow Ya Mind: 5107	OPM - Heaven Is A Halfpipe: 4903	Bagpuss: 5847
Afroman - Because I Got High: 5403	Eve - Who's That Girl: 4023	O-Town - All Or Nothing: 5001	Banana Split: 5016
Alicia Keys - Fallin': 5730	Faith Hill - There You'll Be: 4802	Outkast - The Whole World: 6403	Bara Nessities: 4806
Allen Ant Farm - Smooth Criminal: 5261	Faithless - Insomnia: 3867	P Diddy - Bad Boy For Life: 5335	Benny Hill: 1027
Anastacia - I'm Outta Love: 4784	Fat Joe ft Ashanti - What's Luv: 6590	P Diddy ft Usher - I Need A Girl: 6637	Beverly Hills Cop: 1432
Anastacia - One Day In Your Life: 6400	Five - Let's Dance: 5105	Paffendorf - Be Cool: 6641	Big Brother: 4613
Andy & Denise - Can't Take Eyes: 6678	Flip & Fill - True Love Never Dies: 6095	Papa Roach - Loves Me Not: 6660	Black Adder: 3586
Ant And Dec - We're On The Ball: 6620	Future Breeze - Temple Dreams: 6418	Pink - Don't Let Me Get Me: 6591	Black Beauty: 5501
Atomic Kitten - Eternal Flame: 4999	Gabrielle - Out Of Reach: 3776	Pink ft The Party Started: 6071	Bob Builder: 3536
Atomic Kitten - It's OK: 6605	Gareth Gates - Unchained Mel: 6381	Pink Floyd - Money: 4434	Bob: 5873
Atomic Kitten - Whole Again: 3615	Geri Halliwell - Raining Men: 3973	Platinum 45 - Of: 6290	Braveheart: 4451
Baha Men - Who Let The Dogs Out: 3542	Goldfinger - Open Your Eyes: 6688	Pluto - Crazy World: 6734	Bright Side Of Life: 5753
Bangles - Eternal Flame: 4814	Gorillaz - 19/2000: 4837	PPK - Resurrection: 5808	Buff: 1028
Barthezz - On The Move: 5253	Gorillaz - Clint Eastwood: 3613	Puddle Of Mudd - Blurry: 6642	Captain Pugwash: 4620
Basement Jaxx - Get Me Off: 6677	Green Day - Good Riddance: 4069	Puretone - Addicted To Bass: 5992	Captain Scarlet: 6066
Basement Jaxx - Romeo: 4471	Guns 'n' Roses - Sweet Child: 3868	Queen - Bohemian Rhapsody: 6333	Casualty: 3984
Beatles - Hey Jude: 3810	Holly Valance - Kiss Kiss: 6551	R Kelly - The World's Greatest: 6217	Charlie's Angels: 1030
Black Sabbath - Paranoid: 4013	Hoobastank - Crawling In Dark: 6363	Rammstein - Mitter: 6685	Dambusters: 5788
Blink 182 - All The Small Things: 1117	Ian Van Dahl - Castles In Sky: 4945	Rednex - Cotton Eyed Joe: 6631	Danger Mouse: 4625
Blink 182 - First Date: 5344	Ian Van Dahl - Reason: 6608	Ricky Martin - La Vida Loca: 1328	Dawson's Creek: 1033
Blink 182 - The Rock Show: 4899	Ian Van Dahl - Will It: 5868	Rik Waller - Something Inside: 6705	Deliverance: 4457
Blue - All Rise: 4331	IO - Rapture: 5731	Robbie Williams - Angels: 3580	Dirty Dancing: 1034
Blue - Fly By It: 6383	Ill Nino - What Comes Around: 6689	Robbie Williams - Entertain You: 6741	Eastenders: 3632
Blue - If You Come Back: 5768	Incurus - Privilege: 5065	Robbie Williams - Eternity: 4947	Enter The Dragon: 4459
Blue - Too Close: 5200	Iron Maiden - Fear Of The Dark: 4119	Robbie Williams - Old Before: 6743	Exorcist: 4460
Bob Marley - No Woman No Cry: 6240	Iron Maiden - Run To Hills: 6355	Robbie Williams - Rock DJ: 6744	Father Ted: 3864
Bombfunk MCs - Freestyler: 3637	Ja Rule - Always On Time: 6094	Robbie Williams - Strong: 6745	Flintstones: 4628
Bon Jovi - Bad Medicine: 6708	Jaheim - Just In Case: 6684	Robbie Williams - Stupid: 5862	Flumps: 4670
Bon Jovi - It's My Life: 1123	Jam - Going Underground: 6759	Robbie Williams - The Way I Feel: 6746	Formula 1: 3592
Box Car Racer - Feel So: 6686	Jam - Town Called Malice: 4563	Roger Sanchez - Another Chance: 4904	Fraggle Rock: 3666
Brandy - Brandy: 6676	Jam - Town Called Malice: 4563	Rolling Stones - Paint It Black: 3800	Friends: 4632
Brandy - What About Us: 6204	Jennifer Lopez - I'm Real: 5729	Ronan Keating - If Tomorrow: 6577	Godfather: 4461
Britney Spears - I'm Not A Girl: 6413	Kelly Liorena - To My Heart: 6701	S Club 7 - Don't Stop Movin': 3887	Good, Bad & Ugly: 4485
Bryan Adams - Summer Of '69: 3953	Kernkraft 400 - Zombie Nation: 4644	S Club 7 - Have You Ever: 5797	Goddies: 6718
Bubba Sparxxx - Ugly: 5765	Korn - Addids: 3962	S Club 7 - You: 6206	Great Escape: 3594
Busta Rhymes - Break Ya Neck: 6292	Kylie Minogue - In Your Eyes: 6219	S Club Juniors - One Step Closer: 6539	Guinness Ad: 4706
Chad Kroeger - Love At First: 6664	Kylie Minogue - Love At First: 6664	Scooter - The Logical Song: 6658	Hawaii 5-0: 3533
Chris Isaak - Wicked Game: 6711	Kylie Minogue - Out Of My Head: 5341	Sex Pistols - God Save The Queen: 6622	Indiana Jones: 4641
Christina Ag - Lady Marmalade: 4803	Lasgo - Something: 6252	Shaggy - I Wasn't Me: 3611	Italian Job: 5658
Christina Millan - When U Look: 6673	Lead Zepplin - Stairway To Heaven: 1428	Shaggy - Luv Me Luv Me: 5265	Itchy & Scratchy: 4642
City High - What Would You Do: 5339	Liberty X - Just A Little: 6588	Shaggy And Ali G - Me Julie: 6358	James Bond: 1430
City High ft Eve - Caramel: 6291	Limp Bizkit - Rollin: 3670	Shaggy feat. Rayvon - Angel: 4388	Jaws: 4462
CKY - 96 Quite Bitter Beings: 6080	Linkin Park - Crawling: 3780	Shakira - Underneath Clothes: 6588	Knight Rider: 4645
Coolio - Gangsta's Paradise: 1148	Linkin Park - In The End: 5398	Shakira - Whenever Wherever: 6251	League Of Gentlemen: 5865
Cosmic Gate - Firewire: 5002	Linkin Park - Papercut: 4818	Shy FX - Shake Ur Body: 6399	Magic Roundabout: 3553
Counting Crows - American Girls: 6681	Lost Prophets - Shinobi Dragon: 6362	Slimknot - Wait And Bled: 4875	Magnificent 7: 4920
Crazy Town - Butterfly: 3612	Lou Bega - Mambo No. 5: 1263	Snap - Rhythm Is A Dancer: 4929	Match Of Day: 1444
Culture Club - Karma Chameleon: 6713	Louise - Stuck In The Middle: 5194	Snoop Dogg - Snoop Dogg: 3844	Men Behaving: 3596
D12 - Purple Hills: 4944	Ludacris - Rollout (My Business): 6661	So Solid Crew - 21 Seconds: 5077	Miami Vice: 6712
D12 - S*** On You: 3699	Ludacris - What's Your Fantasy: 4382	So Solid Crew - Haters: 5988	Mission Imp 2: 1261
Daniel Bedingfield - Gotta Get: 5812	M Factor - Mother: 6703	So Solid Crew - Ride Wit Us: 6441	Mission Imp: 1421
Dario G - Carnival 2002: 6630	Madness - One Step Beyond: 3598	Sophie Ellis - Get Over You: 6656	Mr Benn: 4648
Darren Hayes - Insatiable: 6385	Madonna - Music: 1270	Sophie Ellis - Murder Dancefloor: 5830	Muppets: 4650
Darude - Feel The Beat: 3660	Madonna - Ray Of Light: 6724	Sophie Ellis - Take Me Home: 5100	Omen: 5914
Deep Purple - Smoke On Water: 3827	Marilyn Manson - Dope Show: 6691	Spandau Ballet - Gold: 5311	Only Fools Horses: 6732
Destiny's C - Bootylicious: 5000	Marilyn Manson - Sweet Dreams: 3902	Spiller - Groovetale: 3544	Pink Panther: 1436
Destiny's C - Jumpin' Jumpin': 3924	Marilyn Manson - Tainted Love: 6382	Starchaser - Love Will Set You Free: 6655	Pulp Fiction: 6716
Destiny's C - Say My Name: 1168	Mary J Blige - Family Affair: 5336	Steps - 5, 6, 7, 8: 6749	Rainbow: 4929
Destiny's C - Survivor: 3831	MC Hammer - Can't Touch This: 5415	Sticky R - My Dynamite - Boo: 4722	Red Dwarf: 3534
Dexy's Midnight Runners - Eileen: 1170	Meatloaf - Bat Out Of Hell: 4521	Sugababes - Freak Like Me: 6540	Rocky: 1050
DJ Alligator Project - Whistle Song: 5990	Metallica - Nothing Else Matters: 5141	Sum 41 - In Too Deep: 5827	Roadbar: 1440
DJ Otzi - Do Wah Diddy: 5794	Michael Jackson - Thriller: 4936	Sum 41 - What We're All About: 6680	Royale Family: 3669
DJ Otzi - Hey Baby: 5254	Milk Inc - In My Eyes: 6592	Supermen Lovers - Starlight: 5217	Scoby Dog: 4562
DJ Pied Piper - Do U Really Like It: 4314	Missy Elliott - 4 My People: 6398	Tina Turner - Simply The Best: 3870	Simpsons: 1439
DMX - Party Up: 1175	Missy Elliott - Get Ur Freak On: 3832	Tom Jones - Sex Bomb: 1393	South Park: 5177
DMX - Ruff Ryder's Anthem: 1176	Mis-Teeq - One Night Stand: 5407	Toploader - Dancing In Moonlight: 3677	Spiderman: 6657
Dr. Dre - Forget About Her: 1179	Mis-Teeq - Roll On: 6674	UB40 - Red Red Wine: 5022	Stingray: 6757
Dr. Dre - Nuthin' But A G' Thang: 4030	Mo'Nique - Dove: 6643	Uncle Kracker - Follow Me: 5191	Thunderbirds: 3529
Dr. Dre - Still Dre: 3821	MOP - Cold As Ice: 3978	Usher - U Got It Bad: 5389	Tigger's Song: 3891
Dr. Dre - The Next Episode: 3822	Motorhead - Ace Of Spades: 6332	Usher - U Remind Me: 4842	Titanic: 1420
Dr. Dre - What's The Difference: 3663	Mouse T - Horny: 4922	Usher - U Turn: 6440	Top Cat: 5019
Eagles - Hotel California: 5467	Ms Dynamite - It Takes More: 6607	Van Morrison - Brown Eyed Girl: 4935	Toggun: 1066
Eiffel 65 - Blue: 1186	Mungo Jerry - In Summertime: 6635	Westlife - Uptown Girl: 3608	Winnie The Pooh: 3893
Elvis - Viva Las Vegas: 6238	Mya - Case Of The Ex: 3560	Westlife - World Of Our Own: 6218	Wombles: 4675
Elvis Presley - Suspicious Minds: 3719	N Sync - Girlfriend: 6366	Wheatust - Teenage Dirtbag: 3616	Wonderful Tiggers: 6453
Elvis vs JXL - Less Conversation: 6573	N Trance - Set You Free: 5247	Will Young - Evergreen: 6245	WWF - Ric Flair: 6738
Eminem - Guilty Conscience: 1190	Nelly - Hot In Herre: 6636	Will Young - Light My Fire: 6619	WWF Gen-X: 1062
Eminem - Kim: 4878	Nelly - Ride Wit Me: 4025	Wyclef Jean - Two Wrongs: 6702	X-Files: 3551
Eminem - Marshall Mathers: 3664			

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# SEGA GT 2002

## INFORMATION

Publisher .....SEGA  
Developer .....Wow Entertainment  
Genre .....Racing  
Expected release date .....1 November  
How long in development? .....18 months

## HARD SELL

**"IT'S THE AMERICAN DREAM - WHITE PICKET FENCES, A DOG IN THE YARD AND A 125-CAR GARAGE"**

IT MAY BE HARD TO BELIEVE BUT SEGA CAN DO SERIOUS...

It's amazing how just two meagre letters can suggest such potential and promise so much fun. When most gamers hear GT they automatically think *Gran Turismo* and it's obvious that *SEGA GT 2002* is trying in many ways to offer a similar experience to *GT3* on the Xbox.

You've got a huge number of licensed cars with realistic handling; garage tuning options, upgrades to be bought and an obscene amount of races to compete in. Oh yes, this is very much a contender to the PlayStation2 killer app. Not that we're complaining! What makes this different from *GT3* and other serious racing games is that it

features some clear SEGA arcade influences. They're small but they are definitely there!

Everything from the presentation to the actual handling of the cars is simple enough so that anyone can get into this game with little or no trouble. But once you're in there's no getting out and you can start to really explore the sim side of things. Something all those male car freaks will enjoy. There's nothing more masculine than entering a classic muscle car tournament in the Chronicle section of the game with a tuned and upgraded GT40.

Such over the top attention to the cars isn't required in *SEGA GT* but that is one of

the great things about this game - any racing fan can play it. If there's any company out there to bridge the gap between hard-core sim and fun gameplay then SEGA is surely the one to do it. The predecessor on the Dreamcast did come under some flak but this game has been built from the ground up and all issues appear to have been resolved.

The whole racing game genre is turning into a bit of a grey area on the Xbox as numerous average titles have surfaced since the launch. With *SEGA GT 2002* you should finally have something worthy enough to join *Project Gotham* in your collection.

## "ANYONE CAN GET INTO THIS GAME WITH LITTLE OR NO TROUBLE"



## DEVELOPER HISTORY



## IT'S LIKE...

GRAN TURISMO 3



PROJECT GOTHAM RACING



...MEETS...



## YOU'VE BEEN FRAMED!

The race replays are always a good idea in practice but in most games you end up skipping over them like a child playing hopscotch. Not here...



When the replay begins at the end of the race you're asked to take pictures by pressing **○**. This freezes the replay action and saves an image of your skills or mistakes. Unfortunately, the camera must be low on space because you're only given six shots to play with. Make them good!



Once you're done and the replay is over you get to see your six shots in all their glory. Now all that's left to do is choose one image to keep for good. The remaining five images are then discarded. The one worthy picture then saves to the hard drive allowing you to look at it again any time you want.



Now whenever you go into the garage you'll be able to see the picture hung on the wall. By the time you've played the game for a couple of days you'll have a wall littered with photos taken by you. It may not make much difference to the racing but it adds a nice personal touch to the main game.

## TEST DRIVE

Forget the written exam, three-point turn, reverse, park and emergency stop. This is what a real driving test should be...

Just like Gran Turismo this game includes a license test that has to be passed at several stages throughout the game. However, these aren't quite as harsh as the tests found in that famous PlayStation2 game. If you go off the track or bump a wall in Sega GT it's not instantly test over. Instead a meter down the right hand-side drops down. This means you can still afford the odd mistake.

1st / 1  
TOTAL TIME  
00'07"798



## WE THINK...

There's a load to do in this game and you'll be having so much fun that you'll want to see it all.



WORK IN PROGRESS  
COLIN McRAE  
RALLY 3

DEVELOPER HISTORY

2002

WORLD RALLY CHAMPIONSHIP 2001

2001

WORLD RALLY CHAMPIONSHIP 2000

2002



WORLD RALLY CHAMPIONSHIP 2001

IN THE  
COUNTRY  
XBOX

INFORMATION

Publisher	Codemasters
Developer	In-house
Genre	Racing
Release date	27 September
How long in development?	18 months

WORDS: KENDALL LACEY

# COLIN McRAE RALLY 3

COLIN BRINGS HIS CLASSIC RACING SERIES TO THE XBOX – PREPARE FOR DRIVING NIRVANA!

**P**layStation owners have had all the fun with the original two classics but now Mr McRae is rewinding his way onto the Xbox and this could well turn out to be the most realistic and addictive rally game ever.

Playing as the man himself, *Colin McRae Rally 3* puts you in the driving seat as you attempt to win the ultimate prize: the World Championship. At the start of the game, you are given a three-year contract and must attain a series of Championships for the Ford Rallye team. Throughout the game, as well as driving Colin's official vehicle, you will see the support team keeping tabs on the car, ensuring that it gets the necessary maintenance. The Ford team's technicians helped put the physics engine together too and so *Colin McRae Rally 3*'s handling is as close as you can get to the real thing.

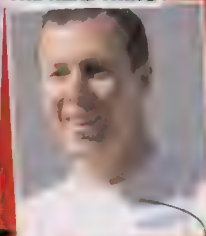
Remember how impressive *Colin McRae Rally 2.0* was on the original PlayStation? In that game the car was made up of 800 polygons. Now

IT'S LIKE...

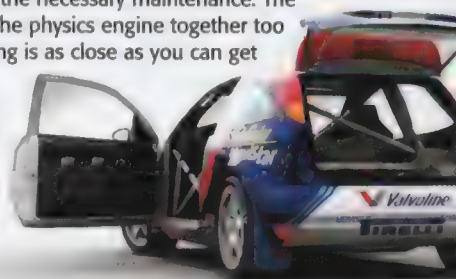
RALLISPORT CHALLENGE



THE REAL THING



MEETS...



# DEVELOPER INTERVIEW

WE TRACKED DOWN GUY WILDAY, HEAD OF STUDIO AND PRODUCER OF THE COLIN McRAE SERIES, TO QUIZ HIM ABOUT THE LATEST INSTALMENT ON XBOX...

**IGN:** How many different tracks can we expect in *Colin McRae 3*?

**Guy Wilday:** Well, it's eight country rallies, with six stages to each plus a Shakedown practice stage and a Super Special stage. *CMR3* is much more, about just the number of cars and the tracks. It's much more about getting across the passion of being a professional rally driver in a championship contract. This new vision for *CMR3* can be summed up with 'you are Colin McRae...'. It's centred on the player becoming McRae and the pressure of competing as he's given a three-year contract to win a series of championships for Ford. The focus on this allows all the McRae elements – such as the Focus car itself – to be hugely detailed in both looks and physics.

**IGN:** What cars are featured in the Xbox version? Are they the same as in the PS2/PC games?

**GW:** It's the same cars for all versions of the game. A lot of people thought because you are Colin that it was just the Focus in the game. Not true. It's one of a load of cars in the game, all of them modelled and replicated to the same level of detail as the Focus. We've got this lot:

Citroen Saxo Kit Car  
Citroen 2CV Sahara  
Citroen Xsara Kit Car  
Fiat Punto Rally Car  
Lancia 037  
Ford Focus RS WRC 2002  
Puma Rally Car  
1986 RS200

MG ZR Rally Car

Mitsubishi Lancer Evo 7

Subaru Impreza WRX (44S)

Subaru Impreza 22B Sti

And there are bonus cars to be discovered!

**IGN:** How has the extra power of the Xbox been utilised to improve the *McRae* series?

**GW:** The Xbox hardware is excellent and it's been an adventure exploring what can we can do with its capabilities. I've been most impressed with what it has allowed us to do graphically, the visual effects are superb – we're incredibly proud of them. Also, there's the Four-Player mode exclusive to Xbox.

**IGN:** How long has the game been in development?

**GW:** We've been working on it for around 18 months now.

**IGN:** Will cars offer complete damage?

**GW:** Oh yes, and in great detail too. We've built each car at around 13,000 polygons (it was 800 in *CMR2*) and we've upgraded what was already a damned fine physics engine so, you get the cars both handling and damaging correctly.

**IGN:** Are the environments destructible?

**GW:** Certain elements are – including the stage barrier tape – y'know the red and white tape that blocks certain routes. Usually in games that flimsy tape is a 'wall', not here; you can snap it and leave it flapping in the wind.

**IGN:** Are there multiple routes on all courses?

**GW:** No, stages follow an A to B route.

**IGN:** What secrets are there to unlock?

**GW:** The bonus cars are real treats, including a very big surprise one (literally...)

**IGN:** Were you tempted to take the *TOCA* route and add a new story mode?

**GW:** Not as dramatically as it's done in *TOCA*, but what we want to achieve is to give the player a real feeling of being McRae, facing what he has to over three years of international rallying. The Championship game isn't just a 'start stage, race car, end stage' construction of its previous incarnations, which were pretty start-stop games. So between the rally driving, the game continues to flow, blended with stage starts, stage checkpoint, end stage and service area sequences. It's these sequences, when the Ford team attends to the Focus itself, which build the atmosphere of actually being part of a championship rally team.

**IGN:** Did the same team responsible for the first two games make this one?

**GW:** It's a mix of some key people from the



previous titles and some fresh talent, and that mix works very well.

**IGN:** Any chance of a Xbox update of the first two games – maybe a budget release...?

**GW:** We're hoping this game captures the great playability that has been *CMR*'s trademark all the way along.

**IGN:** What next for the *CMR3* team?

**GW:** After the Xbox and PS2 editions, we're then turning our attention to GameCube and PC versions. Then a holiday...

# RAE

**HARD SELL**

"WHAT MANY GAMES HAVE PROMISED, COLIN McRAE RALLY 3 DELIVERS IN IMMACULATE DETAIL"

CODEMASTERS PRESS RELEASE

## "YOU REALLY WILL HAVE TO GET INSIDE MCRAE'S HEAD AND MASTER EACH SURFACE"

with the third game, the Ford Focus is made of 14000 polygons, enabling a much greater level of realism – a fully authentic interior is complemented by the models of McRae and his co-driver Nicky Grist who sway around realistically throughout – Grist will often grab hold of the car's roll cage during the more hair-raising race periods!

When you are not playing through the Championship in the Ford Focus, you'll be able to get behind the wheel of all of the other cars featured in the game ranging from the Fiat Punto Super 1600 to the Mitsubishi Lancer EVO 7. The game offers three 4WD vehicles, four 2WD models and also a series of bonus vehicles to unlock as you get more proficient.

The main *CMR3* Championship mode takes you around the world, across eight different rallies from the rain-drenched UK leg to the dirt challenge of Australia. You'll need to gain points on all legs if you are to get near that elusive title, so it's no good just getting the hang of the tarmac courses – you will have to get inside McRae's head and master each surface. You might want to clear some space in your diary before picking this one up. *CMR3* should please anyone looking for a serious Xbox racing challenge.



**DA MAN:** McRae has the record number of wins.

## WE THINK

The original PlayStation games were excellent and now with the power of Xbox, McRae is looking better than ever.



# THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING

## INFORMATION

Publisher Vivendi  
Developer WXP  
Genre Action Adventure  
Release date October  
How long in development? 24 months

WORDS:  
NERYS COWARD

FINE FORM FROM THE COMPANY STAYING  
FAITHFUL TO THE ORIGINAL...

THE  
FULL  
STORY  
XBM

▼ STRIKE THEM DOWN:  
One of Gandalf's attacks  
is the staff of lightning.

### DEVELOPER HISTORY

WXP HAS BEEN  
FORMED BY PEOPLE  
FROM A VARIETY OF  
DEVELOPMENT  
COMPANIES ACROSS  
AMERICA,  
AND THIS  
IS THEIR  
FIRST  
PROJECT.



**A**lthough gaming giant EA has snapped up the license to make games of *The Lord of the Rings* movies, Vivendi Games achieved a coup by snapping up the license to the original texts. In a deal with Tolkien Enterprises, Vivendi has been granted the license to create games based on *The Fellowship*, *The Two Towers* and *Return of the King*, as well as the precursor to the trilogy, *The Hobbit*. Although the creation of *The Hobbit* plus the PC and PS2 games have gone to Sierra Studios and Surreal Software respectively, WXP has been working considerable longer on this Xbox title, with over two years of development time in the bag.

The game takes the player through the story of the first book, including elements of the tale that were omitted from the film. Tom Bombadil and Old Man Willow, who played an important part in the story of Frodo's travels, were nowhere to be seen in the film: an error which WXP is keen to rectify with this game. You play as one of three of the story's key characters, Aragorn, Gandalf and Frodo. Each character has their own particular talents and abilities: Aragorn has the simplest combat dynamic, being the main proponent of the game's melee-based fighting, but WXP has added to his swordplay skills by giving him a long-range attack in the shape of a Legolas-style bow and arrow. Gandalf is a well-rounded character who has access not only to his sword but also to spells, which he casts with spectacular finesse using his staff. He can throw fireballs, confuse the enemy, hurl lightning and crash the staff to the ground to create an earth tremble, as well as heal himself – swapping mana for health in the heat of battle. Frodo is a strategic character whose main strengths lie in his stealth and the fact that he carries with him the one Ring, which he can access at any time and become invisible.

Including some of the most memorable areas from the book, *The Fellowship* takes you on an epic quest to The Barrowlands (again, missing from the film), Bree, Weathertop, Lothlórien, the Mines of Moria and more. Every environment depicted has been custom built, with every texture created individually, demonstrating the passion and the flare which the talented and dedicated team at WXP brings to the game.

The version XBM played in Seattle was beautiful to look at, outdoing its counterpart on the PS2 by a clear length. If their version of *Harry Potter* on the PSone was anything to go by, they should be leagues ahead of EA too...



▲ A DASHING FIGURE: Boromir looks noble before he succumbs to the power of the Ring.

# THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING

## HARD SELL

"VIVENDI UNIVERSAL GAMES IS PRODUCING GAMES OF UNPRECEDENTED RICHNESS AND FIDELITY"

WILLOW

BUFFY THE  
VAMPIRE SLAYER

IT'S LIKE...

...MEETS...

## WE THINK...

This version is close to completion and is a wonder-filled work, which looks much better than the version set for release on the PS2.

"EVERY ENVIRONMENT DEPICTED HAS BEEN CUSTOM BUILT, WITH EVERY TEXTURE CREATED INDIVIDUALLY"

▲ DOWN 'T PIT: The tiny Frodo takes on the mines of Moria.

## RING STINGER

WXP has managed to create a game that successfully demonstrates the Ring's detrimental effect on its bearer...

The more you use it, more corrupted by it's power Frodo becomes, so the more you use it, the less you can use it. If you put on the ring and keep it on for an entire level, it will lower your purity and health plus draw the Nazgul (the Black Riders) to you. There are certain areas where you can get your purity restored, such as Rivendell and Lothlórien, so you can make some use of the Ring. But like Spider-Man, with great power comes great responsibility: and The Fellowship from WXP isn't going to let you forget it.





## DEVELOPER HISTORY



GENTLEMEN... START  
YOUR BATTLE ENGINES!

# BATTLE ENGINE AQUILA

WORDS:  
CHANDRA NAIR

## INFORMATION

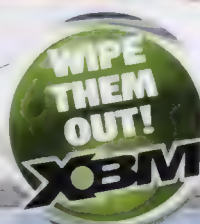
Publisher	Infogrames
Developer	Lost Toys
Genre	Shoot-'em-up
Release date	13 September
How long in development?	10 months

## IT'S LIKE...

ROBOTECH: BATTLECRY



PROJECT BATTLEZONE  
II RACING



"BATTLE ENGINE AQUILA  
CERTAINLY DOESN'T STICK TO A  
TRIED AND TESTED FORMULA"

▲ **DOUBLE TROUBLE:** Why take two Battle Engines into the shower when you can get rid of them both with one missile?

**R**elatively new developer Lost Toys claims to strive for true, ground-breaking creativity, and with *Battle Engine Aquila* it's certainly not sticking to a tried and tested formula. Unexpected and rapid climatic changes trigger off a global crisis, resulting in a massive war between two nations. Prototype mech platoons are the new tools of war and as a character called Hawk you're shoved smack bang in the middle of all the action. Infantry, planes, tanks and battleships scout the field but the death-machine Battle Engines are feared the most. Both sides have them so you're in for a bit of a blast-a-thon.

The game structure is mission-based but how you go about completing that mission is entirely up to you. The sensible option is to plan your attack strategically as part of the allied force front but it's also conceivable to go it alone and come out a hero. However, with thousands of units covering the battlefield you'll be facing a veritable wall of fire – not ideal when you're on your own.

We've just learned that the music for the game is being programmed by Nathan McCree, who wrote the music for *Tomb Raider*. You can expect an exhilarating score to heighten the already tense battlefield atmosphere. *BEA* will be available around the middle of September.



## WE THINK...

A one-man army of death and destruction at your fingertips. The world is in your hands...

**▲ FOUL UP:** Ah, the old 'disguise your comms tower as an old ruin' trick. Like we'd fall for that.

## HARD SELL

"PLAYERS WILL BE IMMERSSED IN A SERIES OF EXHILARATING AND FRENETIC MISSIONS"

Jean-Philippe Agati, Infogrames

**▲ COMING UP:** You can see from this shot that some of the enemies are 100-foot high!

# DEVELOPER INTERVIEW

WE WERE GIVEN THE CHANCE TO QUIZ THE CO-FOUNDING TECHNICAL DIRECTOR AT LOST TOYS, GLENN CORPES. HE TOLD US ABOUT THE GAME, BEING ECO FRIENDLY AND, ER, SKATEBOARDING...



**XBM:** Where did the game name come from?

**GC:** The vehicle the player pilots in the game was referred to as the 'Battle Engine' from the very start of the project, after a while we referred to the game as *Battle Engine* too, it just stuck. *Aquila* was basically added later. It had been in the game all along as the central character Hawk's surname.

**XBM:** The *Rage* game *Gun Metal* also features a land/flight combo unit. What makes your game different?

**GC:** While the games are superficially similar in that they are takes on the strangely neglected shoot-'em-up genre, *Aquila* comes at this from every different angle. The backdrop to the action isn't a set of scripted missions; each level is a highly detailed simulation of a battle between the Forseti and the Muspell. This

uses some very advanced AI, some of it beyond that seen in the best RTS games. The player could choose to simply watch the battle but if he does this, the Forseti will invariably lose. The player's role is to tip the balance of the battle such that the Forseti win. This means that there are strong strategy elements to the gameplay despite the fact that the game is a hard-core shoot-'em-up.

**XBM:** So you have allied troops then?

**GC:** The allied troops are vital and are what makes *Aquila* unique as a shoot-'em-up – the player's task is not only to take out the bad guys but also to protect the Forseti forces. This isn't achieved by feeding the player specific missions, it's all organic. For example the player might notice a squad of Forseti tanks about to be ambushed and take out the ambushers.

There are many places in the game where flying behind enemy lines and taking out an enemy base or ensuring your full force survives to do it for you are equally valid tactics. It was very tempting to add control over the other Forseti units, so you could call up air strikes or move squads but we always stayed true to the your guns ONLY interface. The world needs an arcade shooter in a unique environment far more than it needs another cross-genre mutant.

**XBM:** The game looks fantastic. The Xbox must be a developers dream come true?

**GC:** The Xbox is a great machine, very familiar to those who have used DirectX on the PC, with very little of the low level hardware juggling needed to get the best out of certain other machines. The CPU also has the raw power to handle well structured AI code without having to worry about months of chip specific optimisation. At the end of the day, there will always be more innovation on the machine that's easiest to program. This has always been true with consoles.

**XBM:** What kind of multiplayer options are there?

**GC:** Three modes: Players can co-operate on a series of specially tuned levels, a version where each side has a battle engine and allied troops and a hard-core deathmatch where players rack up the kills against each other.

**XBM:** The watery game world exists as a result of massive pollution. Are you environment friendly at home, recycling bottles and such?

**GC:** I do actually, even more radically I often cycle instead of

driving my car. My flatulence almost certainly means that my net effect on global warming is still very negative though.

**XBM:** If you happened to be stranded on one of the islands in the game, what three things would you take with you and why?

**GC:** This year, after a 22-year break, I've got back into skateboarding. I think I'd take a 48 inch cruising longboard with big, fast wheels, a 36 inch mid-sized board for riding ramps made from Muspell debris and a little modern board with rock hard wheels to practice the ollies and flips that old gits like me find so hard. Is that a little bit pathetic?



## DEVELOPER HISTORY

XBOX 2002



CRASH

2002



SAMI METAL

"WHAT COMMON GAMER WOULDN'T JUMP AT THE CHANCE TO EXPERIENCE SOMETHING ONLY MILLIONAIRES CAN ENJOY?"

▲ **MILLIONAIRE CLUB:** This will be the first racing game to feature Broadband online play.

© Lamborghini 2002

THERE'S NO SUCH THING AS A BAD CAR IN THIS GAME!

## LAMBORGHINI

STRONG LIKE BULL  
XBOX

## INFORMATION

Publisher	Rage
Developer	Rage (Warrington)
Genre	Racing
Release date	March 2003
How long in development?	10 months

WORDS:  
MIKE RICHARDSON

## IT'S LIKE...

SHEER BEAUTY



PROJECT GOTHAM RACING



**W**hether you're into your cars or not the name Lamborghini is sure to ring a bell or two. If you are a car fan then we're guessing the name is probably setting off a cathedral-sized ring right now. And there's a very good reason for this because the

Lamborghini is a powerhouse car reserved for the elite and millionaires only. Hence the reason only around 300 are sold a year. Developer Rage is hoping for slightly better sales with this game.

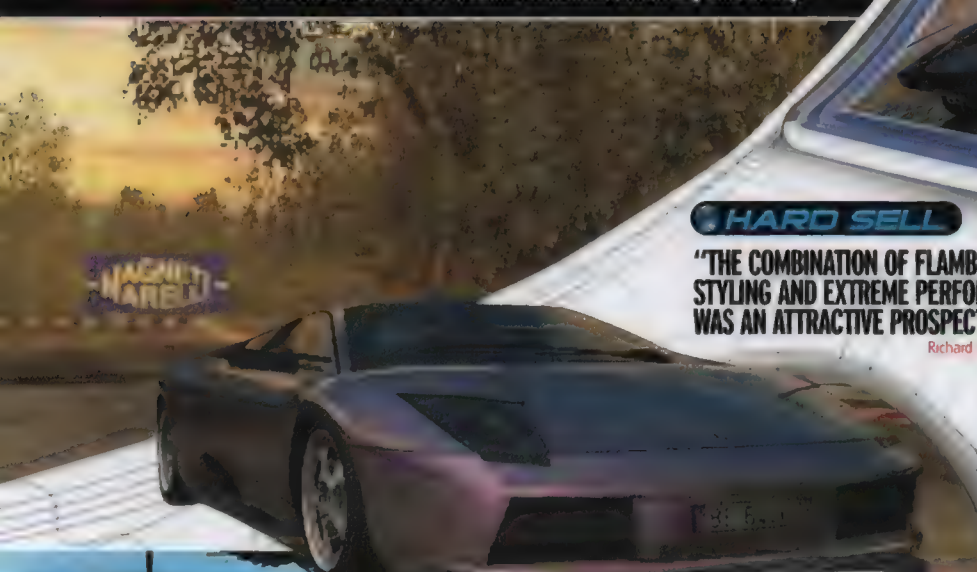
Something this looks set to achieve. After all, what common gamer wouldn't jump at the chance to experience something only millionaires can enjoy? Taking this elitist theme Rage has created a one-player game that revolves around a fictional millionaires club full of over the top eccentrics. As you might expect money is the most important factor in the game and throughout the game you're required to buy cars, sell cars, gamble and trade. You can even front your car for a race in a 'winner takes all pink slip' challenge!

To make things a bit more realistic there are only a set number of each type of car in the game world. So if you're out to get a rare Lamborghini special edition you're gonna have to save up lots of money and wait until it hits the showroom floor or win it off another racer. Every single Lamborghini is included in the game and your mission is to get them all into your private garage. This includes the gorgeous new speed record-holding Murciélago that can comfortably travel at over 200mph without breaking a sweat.

Surprisingly, the game genuinely feels that fast – with no foreseeable slowdown in sight. This is impressive considering some of the effects we saw. The rain in particular looks stunning as it builds up on the track in puddles, complete with reflections that ripple every time a raindrop hits them. And if you think that's impressive just wait till you see the swirling fog. All hail the power of Xbox!



▲ **SKY'S THE LIMIT:** You can race in all kinds of weather conditions and at any time of day.



### HARD SELL

**"THE COMBINATION OF FLAMBOYANT STYLING AND EXTREME PERFORMANCE WAS AN ATTRACTIVE PROSPECT"**

Richard Badger, Rage



▲ **VERY COOL:** There are nine locations in this game with a total of 40 routes to tackle.



## DEVELOPER INTERVIEW

Working on a Lamborghini game is most people's idea of a dream but this is what Project Manager Richard Badger does every day...



**XBM:** Most games would include a Lamborghini as the final car! Does this worry you?

**Richard:** Well the V8 cars you get at the start of the game don't go anywhere near as quick as the V12 Diablo. But they do go quick, so you start with a nice fast car. I'm happy about it and glad we have the license because the

worst car is good. This will be important for online play. You'll be able to race cars in your garage online and in order to be competitive you'll have to win the best cars. Or just to show off.

**XBM:** What kind of things will you be doing to support online gamers?

**Richard:** There's a lot of online work still left to do. It's only really in the last month that we've known exactly what we're doing. It's progressing well. We did an online PC game with eRacer. Thousands of people play this a day and they're still playing it because on the Web site we record best lap times. Every month we reset the database and people try again – this is a great motivator for people to carry on playing your game. And, of course, there is the option of downloadable content which we are currently looking into, but I can't make any promises now.

**XBM:** Will you actually be able to damage the beautiful cars?

**Richard:** We've got permission to include damage, we just need to get it signed contractually. We just need to approve the amount of damage. What you can do is you can damage body parts but you can't damage the

engine itself but you can damage wheels so the car won't steer correctly. Car companies are beginning to weaken now in what you can do in an officially licensed game with car damage. I should imagine there's a Gran Turismo in the pipe with damage.

**XBM:** What was it like working with Lamborghini?

**Richard:** They've been very helpful. They've given us engineering drawings of the cars so we can accurately recreate the car models. They also gave us performance data and that kind of stuff. They have to officially approve all the stuff we do, so they're quite heavily involved. We went over to meet them in Italy and they took us out in their Lamborghini's, which was quite an experience.

**XBM:** What happened?

**Richard:** I had to sign this legal waiver which was, of course, in Italian – so I felt like I was signing my life away. They took me out on public roads because they do a lot of their testing out there and because the mayor of Sant'Agata, which is where Lamborghini are based, used to work for Lamborghini. Basically they are allowed to do whatever they want. At one point we were on a public lane and we went from 0 to 160mph in about 12 seconds and we went around a roundabout at about 80mph where my car would've ended up in a ditch. It was unbelievable. The other drivers on the road have got massive respect for Lamborghini.



## DEVELOPER HISTORY



Twisted Metal

HOT,  
HOT, HOT!  
XBM

## INFORMATION

Publisher  
Developer  
Genre  
Release date  
How long in development?

BAMI Entertainment  
Kuju  
Action  
October  
9 months

# REIGN OF FIRE

HERE THERE BE DRAGONS...



LOTS OF DRAGONS



WORDS:  
WILL JOHNSTON



Check your calendar, it's the year 2002 right? Well here's a film that's set in a post-apocalyptic future. Check two, it's about a war between Man and... an unstoppable force - namely dragons. Yes indeed, it seems that dragons have been with us for centuries only to be awoken from their noble slumber when workmen piss them off by bumbling into them underneath the extension of the Jubilee line. Seems that even London dragons are wound up tighter than a spring. Right, only Matthew McConaughey

(an American ex-marine) and Christian Bale (a bloke who lives in a Castle, apparently) can make like a pair of St George and Mad Max's offspring and save the world from a... wait for it... a REIGN OF FIRE! Enough of that utter hooley, what of the game that's based on this soon-to-be-classic title? It's a third-person action game where you, yes you, take on the role of either the saviours of mankind (Matt and Chris) or the far groovier dragons (names as yet undisclosed). Fire burns. That's a fact that *Reign of Fire* hopes to

demonstrate to unbelievable levels, we understand. Fire, and all the fun associated with it, will be at the crux of *ROF's* gameplay. As the humans you'll have to learn how to fight flames, control blazes (is that the same thing?) and create wet areas so hell's heat cannot cross, via the surgical use of a hose and more exotically - water grenades. You'll also be killing dragons, of course. You've got armoured cars, jeeps and tanks at your disposal as well as fire trucks and it would be a damned shame to waste them.

From the dragon's point of view you're minted, since not only do you go through three age stages, each with its own special ability, you can fly as one of several variants; Napalm Breathers, Dive Bombers Fireballers and Spitfires. Each of these flying adverts for Listerine will handle differently as they use pretty fire effects to scorch the earth of Chris's and Matt's the world over. The developers reckon it will play like a cross between *Twisted Metal Black* on the PS2 and *Draken* on the PC. We have every reason to believe them.



**KBM:** Does the game's plot follow the arc of the movie's and are you striving towards giving the game a cinematic feel?

**MW:** The basic premise for the film is carried into the game. The player in the Human missions plays the part of a resistance fighter starting at the Norfolk stronghold, defending the fort from the dragons before joining Van Zan's Irregulars at Dover and eventually facing the final conflict - the father of all dragons in London. The player in the Dragon missions effectively gets to play the game in reverse, wreaking havoc and mayhem as they try to burn the humans from the face of the earth.

**KBM:** Which games would you cite as your main influences during the development of the game?

**MW:** There were a few games that we liked certain aspects of and wanted to incorporate in *Reign of Fire* - *Twisted Metal Black* and *Vigilante 8* were a couple for the human and vehicular side of things. On the dragon side we looked at *Draken* - in terms of getting something of a feel for what did and didn't work in the flight models.

We also had a great deal of experience to draw on internally as so many of the team had worked on flight games before.

## DEVELOPER INTERVIEW

WE HAVE A BRIEF CHAT WITH MARK WASHBROOK, THE EXECUTIVE PRODUCER OF THE GAME MANY ARE CALLING REIGN OF FIRE...

**KBM:** We read a lot about *Reign of Fire*'s 'reactive fire effects'. How will they affect gameplay?

**MW:** In order to recreate the way that fire spreads in real life, Kuju has created a completely unique and new 'reactive fire system'. This pioneering technology means that every single item in the game is flammable, each has its own flash point, burn rate and the ability to set alight items near it. Essentially the fire 'lives', it moves from object to object, heating its surroundings as it burns. For example, a small crop fire left unchecked will quickly spread, engulfing everything in its path from humans, to livestock and also some of the military hardware.

On top of the fire system sits a sizeable number of special effects controllers linked into the engine's particle systems. For intense fires on some objects these systems create the main fire effects, fire detail effects, sparks and smoke. For a small fire containing just 30 objects this system may contain over 2000 active particles at any one time. With this level of fire control and effects, it wasn't a huge surprise when we started to hit the PS2's drawing limit. Despite requiring very little CPU time, *Reign of Fire* pushed the PS2 to its limits to render its fire. With such a system in place the aesthetics of the fire had to equal the realism of its

behaviour. Using an advanced particle and level of detail system, large scale fires look great no matter what your viewpoint. Whether you're far away looking at a cloud of smoke rising from behind the hills, actually on top of the hill as you survey the inferno below or up close as the fire rages around you with smoke and spitting embers obscuring your view, it always looks realistic.

This fire system has generated new levels of firefighting gameplay: with precious few crops left to feed the surviving human outposts, players will need to fight fires quickly and effectively. To do this they are given access to an armoured fire engine equipped with a water cannon and water grenades. Smart players will quickly learn that in addition to extinguishing fires they will need to douse the objects around fires to make them wet and make them harder to set fire to: thus creating natural fire breaks. The result is a dynamic gaming environment that's constantly evolving and challenging players to keep both the dragons and the resulting fires at bay.

**KBM:** Did you decide to give the player the choice of playing as both humans and dragons from the outset or was this implemented later on in the development cycle?

**MW:** When we first read the script the obvious thing to do was to create a game

where the player was one of the lead actors from the film, battling the dragons to the death. However, the one thing we felt would be really cool would be to play the dragons. To be able to fly over the terrain, destroying everything in your path and feel the power that the dragon embodies was just perfect for a videogame. From a game design point of view this also allows the player to complete missions battling against the dragons and be able to play the mission as a dragon.

**KBM:** Are there any features you didn't manage to get into the game but really wanted to?

**MW:** It was our intention from the outset to really push the engine to its limits in order to deliver the special effects and environment that we felt would be expected of the game. In order to do this, the technology has been very heavily optimized to make the game look and feel as good as it does, had we added a multiplayer feature we would have had to compromise these aspects and the environments.

**KBM:** Would the game could have been made stronger by focusing on just one side of the battle?

**MW:** Nope - we feel that both sides of the game lend themselves brilliantly to a balanced and thoroughly enjoyable gaming experience.

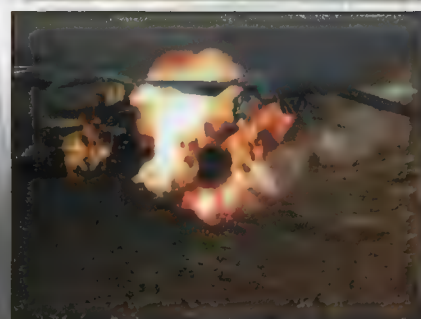
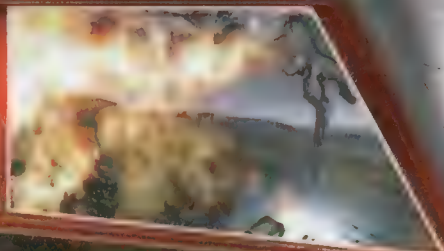
### HARD SELL

"ON TOP OF THE FIRE SYSTEM SITS A SIZEABLE NUMBER OF SPECIAL EFFECTS CONTROLLERS LINKED INTO THE ENGINE'S PARTICLE SYSTEMS"

Press Release

### WE THINK...

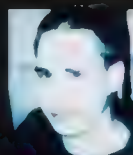
With a decent physics engine and explosive weaponry this could be good. We still don't know about the film. Maybe we never will.



"FROM THE DRAGON'S POINT OF VIEW YOU'RE MINTED"

YOUR NO.1 SOURCE FOR  
DEFINITIVE XBOX REVIEWS

# REVIEWS



## DON'T YOU

just love living in an age of next-generation consoles?

An age where multi-format games can flourish and breed like a field full of horny rabbits. Excluding the import games, all of the big releases this month are being presented across at least one other format and quite frankly this sucks! Whenever a game has been created for more than one format it's obvious that the developer hasn't had the time to take advantage of the particulars of each system. The Xbox deserves better than this. We don't want the same games looking a little bit nicer; we want exclusive titles that make our eyes bleed with glorious visuals. This isn't too much to ask. Is it?

*Mikee*

MIKE RICHARDSON  
GAMES EDITOR

## THE GREAT XBM SCORES...

- 10 Stunningly original, games don't get any better than this!
- 9 Brilliant game lacking only in ultimate ambition.
- 8 Excellent piece of work needing the odd refinement.
- 7 Good, fans of the genre should overlook the rough edges.
- 6 Above-average game but no real depth or detail.
- 5 Average at best, anything here is surely flawed.
- 4 Crap game with scrappy graphics and no originality.
- 3 Painful to play, heaped with bugs and no gameplay.
- 2 Diabolical game that only offers pleasing cover art.
- 1 It boots up! A game to avoid at absolutely all costs.

ALL CHANGE PLEASE! IN AN ATTEMPT TO BRING YOU THE MOST DETAILED, ACCURATE AND HONEST REVIEWS AROUND WE'VE HAD A RETHINK... YOU'LL NOW FIND MORE IN-DEPTH INFORMATION ABOUT THE LATEST XBOX GAMES HELPING YOU TO MAKE THAT VITAL PURCHASING DECISION. HERE'S A RUN DOWN...



## INFORMATION

Here you'll find all the info about the game in question: who's the publisher, who's the developer, when the game is out, how many players and so on. You can also see what games the developers have worked on before and check if there's any extra stuff on our Web site.

## LOOK AT THIS!

From here it's easy to see exactly what's going on in the game screen. We'll highlight any points of interest for you or any points of rubbishness.



## THE NITTY GRITTY

In every review you'll find boxouts like this which explain important aspects of the game in detail - the characters, the story, whatever - we just want to give you as much info on the game as possible!

## X OR Y?

The X-Factor is something in the game that only the Xbox could do, something that makes the game stand out from the crowd. The Y-Factor is the exact opposite and only applies to rubbish games why, oh why, oh why...

## XBM INFO

Dotted around each review you'll find snippets of info. Sometimes they'll be useful, other times they'll be trivial - but always informative.

## FIRST LEVEL

This where we take you through a key level of the game and pick out the highlights and (sometimes) the lowlights. This way you'll get a good idea of what to expect and if the game is actually any cop.

## CONTROLS

Here you can see how the game works with regards to the Xbox controller. We'll show you some of the interesting moves or controls, just to give you a feel of what it's like to play.



## 2ND OPINIONS

XBM reviews will always give you more than one opinion on a game, the bigger reviews may even get a third opinion! This way you get a more balanced view and a score to trust at the end.

## THE RATING SYSTEM

As well as an overall score XBM also breaks the game down terms of the graphics, the quality of the sound, the gameplay on offer and how well we think its long term appeal might be to YOU, the gamesplaying public. All are scored out of a possible ten; giving you the most comprehensive coverage of all Xbox releases.



THE  
**BIG  
GAME!**  
**OBM**

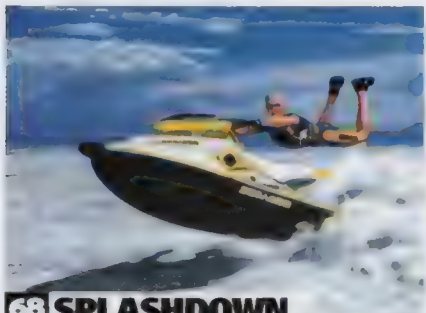
## CONFLICT DESERT STORM

Say 'hi' to the bad guys – with a full arsenal and squad of four elite troops!



## 64 AGGRESSIVE INLINE

It seems a certain Mr Hawk may have just met his match...



## 68 SPLASHDOWN

Hold on tight for this high-speed aquatic ride!

## THE FULL LIST

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## 82 BRUCE LEE

Take on the role of the master and beat villains to a pulp!



## MORROWIND

Don't expect to finish this massive game in a couple of throwaway hours!

## REVIEWS INTRODUCTION

## MMXBM RPG

⊗ When we talked about having a little bit of roleplay in the office this wasn't really what we had in mind, but hey, we can live with it...

## Vvardenfell

MORROWIND YEARNING

### NICK JONES



Race: Imperial Class: Pilgrim  
Strength: 7 Intelligence: 10  
Willpower: 1 Magicka: 2  
Agility: 6  
Skills: Speechcraft +10,  
Blunt Weapon +5  
Special: Empiric Voice  
A native of the civilised province of Cyrodiil, Nick is a well-educated and well-spoken man. Though physically he is not impressive, he is a shrewd diplomat and trader.

### MIKE RICHARDSON



Race: Dark Elf Class: Thief  
Strength: 8 Intelligence: 8  
Willpower: 6 Magicka: 5  
Agility: 8  
Skills: Destruction +10,  
Sneak Hides +10  
Special: Black Blood  
The sinister red-eyed Mike combines a powerful intellect with a strong and agile physique. The shadows are his long time friend and the light his enemy.

### KETH EDWARDS



Race: Breton Class: Mage  
Strength: 5 Intelligence: 8  
Willpower: 9 Magicka: 10  
Agility: 7  
Skills: Illusion +5,  
Alteration +5  
Special: Shape shifting  
Like all the Bretons Keth feels an inborn instinctive bond with the forces of magic and all that is supernatural. He will often boast of his resistance to dominating energies.

### DAN WILSON



Race: Wood Elf Class: Archer  
Strength: 7 Intelligence: 8  
Willpower: 7 Magicka: 6  
Agility: 9  
Skills: Marksman +15,  
Acrobatics +5  
Special: Beast tongue  
Known as a wood elf to the humans Dan prefers to be referred to by his ancestral name of Bosmor or Tree-sap. A nimble man he is the finest archer in Tamriel.

### MARTIN MATHERS



Race: Redguard Class: Warrior  
Strength: 9 Intelligence: 5  
Willpower: 8 Magicka: 2  
Agility: 7  
Skills: Long blade +15,  
Armour +5  
Special: Warm feet  
A naturally talented warrior, Martin seemed to be born ready to do battle. Hammerfell born, his pride and fierce independence of spirit makes him the perfect adventurer.

### KENDALL LACEY



Race: Argonian Class: Barbarian  
Strength: 9 Intelligence: 1  
Willpower: 7 Magicka: 6  
Agility: 8  
Skills: Athletics +10,  
Mysticism +5  
Special: Disease resist  
Little is known about this reptilian oddity but what is known is that Kendall is an expert in guerrilla warfare. He is equally at home both in water and on land.

Ascadian Isles

OBM



# CONFLICT STORM



## INFORMATION

## PUBLISHER

SC

## DEVELOPER

Pivotal Games

## GENRE

Shoot-em-up

## PRICE

£44.99

## PLAYERS

1-4

## WEBLINK

http://www.conflictgame.com

## RELEASE DATE

1 September



## DEVELOPER HISTORY

After the success of the first game, Pivotal Games followed it up with a sequel, *Conflict Desert Storm*. This time around, the game is set in the Gulf War, a conflict that was one of the most intense in modern history. The game is a first-person shooter, and it's a real challenge to play. It's a great game for anyone who likes a good shoot-em-up.



WARZONE 2100

XBOX.TOTALGAMES.NET

TOTAL GAMES.NET XBOX

EXTRA SCREENSHOTS

WALLPAPER

INTERVIEW

MOVIES

## DESERT

AN ELITE TEAM OF FOUR  
MEN ACHIEVING WHAT  
THOUSANDS COULDN'T...

**P**laying at war in the middle of the desert is great fun (something we can vouch for!) but just like a visit to the beach it does have its drawbacks. Whether you like it or not you're going to be finding irritating collections of sand for weeks to come afterwards. And this pretty much sums up *Conflict Desert Storm* – gratifying but dotted with annoying rough grains of sand that cause unnecessary discomfort.

As the name suggests this game is based around the Gulf War and the covert operations that went on in Kuwait during that time. The missions in the game are supposedly based on real missions that took place during this time. Since a lot of the information on those operations is classified it's kind of difficult to know what to think – whatever the case, we think a pinch of salt should be taken with each gaming session.

The disturbing thing is though, (real missions or not) this game is full of the usual kind of objectives that you find in most games. You know the ones where you have to retrieve items, blow up targets, rescue people and escort civilians. It's a sad vicious circle really because as far as videogames go it's difficult to see where any original ideas could come from. The good thing about *Conflict Desert Storm* though, is that all of the missions that get thrown at you (unoriginal as they are) fit quite nicely into the settings of the game – helping to heighten the realism.

The developer hasn't really pushed the boat out on the realism front (more like

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**FOLEY**



## CONNORS



**JONES**

**XBM  
INFO**

**X** The Gulf War marked the first major use by American forces of depleted uranium ammunition. Although it produces low level alpha radiation it is extremely dense allowing tanks firing it to punch through armour plating.



A photograph of a person in a striped shirt standing in front of a large, textured wall, possibly a mural or a wall of a building. The person is in the foreground, slightly to the left, looking towards the camera. The wall behind them is a mix of brown and tan colors with some darker, possibly painted, areas. The background shows a hazy, distant landscape under a blue sky.

**SLAUGHTER.** Even goats are your enemy. Look at them. They're evil. Kill them!



# THERE'S NO 'I' IN 'TEAM'!



Throughout the first few levels of the game you're introduced to the characters that make up your squad. They're an ugly bunch but they get the job done. Just like the XM team...



**HOUSE PARTY** Take one of the fortified enemy bunkers and you can make use of it yourself.

## DUCK HUNT

**Humans weren't the only victims of the Gulf War you know. Do your part in history by capping a few birds...**

Wherever you find an enemy camp you're going to find a flock of birds circling overhead waiting to pick off the scraps of food. It's a very tricky shot but with enough patience you can pick one of the birds out of the sky! Sadly, it appears as though the developer was feeling a little bit guilty because after plummeting a few metres the bird recovers and flies off again. Where is the satisfaction in that?



where each man takes two troops each. This is the most appealing feature of the game. Be ready to argue over who gets the sniper! We suggest a quick fight to the death to settle this one. There is also a four-player mode but this isn't recommended as it does make the game quite noticeably slow down. Quite why this is we don't know as there is no reason for there to be a drop in frame rate at all. The above-average visuals that are on show in *Conflict Desert Storm* certainly shouldn't tie up too much of the Xbox power.

After seeing the early preview code on this game we were very surprised (and impressed) when the final review version came into the office. Earlier copies of the game suffered quite hideous fogging in some barren levels with only a sprinkling of detail. All of this has changed as more ruined buildings have been added and the fogging pushed back to a now playable distance. There are occasions when you play a



## LEADER

This is your squad leader and general all round badass. His default weapon is the rifle but you can pretty much play around with any weapon you want, and after a while the accuracy does increase. He is the perfect team member for both attack and defence. Unsurprisingly, this is the first man you get your hands on in this game.



## STEALTH

You may be in the middle of a war zone but that doesn't mean a little bit of subtle play isn't required. This stealthy chap comes equipped with a suppressed automatic and a suppressed pistol for quiet kills. Use this man wisely and you can clear out large areas without much trouble. You need to keep an eye on the ammo though.



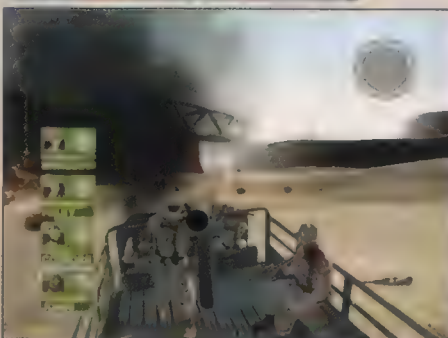
## SNIPER

The sharpshooter of the bunch is this attractive looking man. A sniper by trade he comes equipped with a long-range gun allowing you to pick off targets way before heavy combat kicks off. This is a good character to set up under CPU control prior to an attack, in a nice high position where he can provide decent cover for the team.



## DEMOLITION

If you want a thorough job done then the only soldier you need call on is the less than subtle demolition man. He comes equipped with a massive chain gun that spits out an obscene amount of rounds, some anti-tank mines and a few bits of plastic explosive. You also occasionally get a few rocket launchers thrown into the deal!



XBOX

(LEVEL 1) RESCUE

# JAILHOUSE ROCK

You're thrown in the deep end right from the start in Conflict Desert Storm as you're sent on a one-man mission to break one of your team members out of the slammer. The Kuwaiti drinking laws are obviously a little too strict for our SAS boys!



## CONTROL FREAK

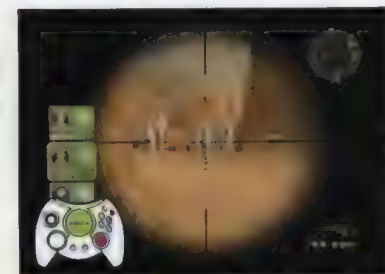
There are a lot of moves to learn but it shouldn't take you too long to get used to them all. There's also a training mode...



**1** Hold down the left shoulder button and you can give orders to your men. Tell them to fire, cease-fire and follow. You can also order them to specific points.



**2** We wouldn't want to go into the desert without some serious kit. Tap and you can access medical kits, guns, binoculars, night vision and more.



**3** Press the right thumbstick in and you zoom to first-person mode for more accurate aiming. If you're using the sniper this brings up the telescopic sight.



**4** You'll come across items that can be picked up or used. In most cases this is achieved by tapping the . This comes in handy with fixed gun placements.



**1 CHECKPOINT**  
Your first problem is this bridge being held by a few soldiers. Slip out your knife and try to take them all out unnoticed.



**2 FRONT DOOR**  
Past the checkpoint you've got a choice of directions. Head left and you're confronted by several towers and guard posts.



**3 THE EASY WAY**  
Go to the right and you can sneak around underneath the main camp, along a valley. Just make sure no-one spots you.



**4 CELL DAMAGE**  
After a few encounters you'll get to a small hut containing the prison cell with few troubles. Find the key and open the door.



**5 THE SANDY KNOLL**  
Now you've got backup you can make your way to the next objective. Set the sniper up on this hill overlooking the bridge.



**6 DOWN RANGE**  
With cover from the sniper to keep the enemy at bay you're free to walk out onto the centre of the bridge and plant the C4.



**7 TICK, TICK... BOOM!**  
With the C4 planted, mop up any remaining troops and get both men over the bridge before lighting up the skies.



**8 DUST OFF**  
Your escape route is marked by a red flare. Go there to be picked up by the chopper and finish the first level.

IF YOU  
DO MAKE A  
MISTAKE YOU  
GET TO KNOW  
ABOUT IT  
PRETTY  
DAMN FAST

**STRIKE ONE** At the start you witness an air strike on an enemy convoy.

**CLOSED CUFFIN** If he's lying down it doesn't mean he's dead. Make sure he really is.

level infected with a sandstorm but that is fair enough since it does add something to the atmosphere.

However, the fogging does remain and some of the textures on the buildings could clearly be improved on. We hate to keep saying this but after playing something like *Halo* you realise just what the Xbox is capable of, and *Conflict Desert Storm* is hardly a prime example of that. This is a recurring theme with third-party titles, which is a shame because there is a massive resource waiting to be tapped into on the Xbox. Hopefully this will turn around soon – more games like *Enclave* would be nice!

The same sorry state of affairs can be said for the character models. The team you control do look quite good but the enemy character models are pretty lacklustre. Some more detail is required – as it is we have no qualms whatsoever in shooting them just to remove them from view. And that includes

civilians! It's actually surprising that this game hasn't gone all out with the visuals since several of the levels aren't that big. You're constantly restricted on all sides by canyon walls or huge drops. There's certainly no excuse here.

If you're the kind of person who simply has to have a game that both plays well and looks great then you may not want to give the time of day to *Conflict Desert Storm*. However, if you're not the kind of person to judge a book by its cover and you fancy some decent gameplay then we can heartily recommend a re-enactment of the Gulf War in your lounge.

Sure, there are some flaws but you can have some good fun edging your way through the missions and the Co-op mode is a godsend. Publisher SCI certainly must be confident of its success because a sequel has already been announced! As long as there is pain and suffering in the world you're going to get games to make a franchise out of it.

**MIKE**

BRADLEY

FOLEY

CONNORS

JONES

XBM  
INFO

The game may only just be hitting the shelves but that hasn't stopped SCI from announcing a sequel! Look out for *Conflict Desert Sabre* sometime next year.

**THE FACTOR**  
Pull the trigger on the rocket launcher for instant gratification.

## VERDICT

CONFLICT  
DESERT STORM

XBM RATINGS

### SECOND OPINION

Taking control of the SAS (or DELTA) specialists there is a good deal of fun to be had playing CDS. The settings and missions feel authentic as you move either one or all of your squad towards its objective. That your stats can be built up with good stealthy operations prevents it from turning into a kill fest, which is either a positive or negative thing. While the gameplay is entertaining CDS is lacking in the visuals – it looks ordinary – sandstorms and fogging detract from the game and fail to provide the polish that we expect from Xbox titles.

DAN

### ALTERNATIVELY

HALO: COMBAT EVOLVED  
Microsoft

### LOOKS

Massively improved over the preview code but still suffering some fogging and less than desirable character models.

### SOUNDS

Decent gun and war sound effects, and basic radio chatter. Pretty much what you'd expect. Not bad but not as good as it could be.

### GAMEPLAY

Well thought out team combat complete with a decent mission structure. Makes for an excellent co-op game.

### LONG TERM

There are plenty of levels and it is going to take you a while to crack them, but after playing through once we can't imagine a second go.

### Why we'd buy it

- Strong gameplay
- Great in co-op mode
- Vehicles
- Get to play at war

### Why we'd leave it

- Some obvious fogging
- Average character models
- Controls can get fiddly
- Could do with more detail

Overall

8

OUT OF TEN

IT REALLY IS  
EVERYTHING  
YOU'D HOPE FOR  
IN AN EXTREME  
SPORTS GAME  
AND A WHOLE  
LOT MORE

#### INFORMATION

**PUBLISHER**  
Acclaim

**DEVELOPER**  
Z-Axis

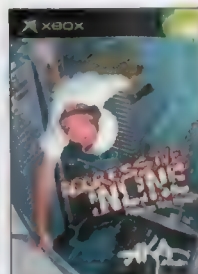
**GENRE**  
Sports

**PRICE**  
£44.99

**PLAYERS**  
1-2

**WEBLINK**  
[www.acclaim.com](http://www.acclaim.com)

**RELEASE DATE**  
23 August



# AGGRESSIVE INLINE

NOW REPEAT AFTER US: 'BE  
THE SKATE, BE THE SKATE...'

#### DEVELOPER HISTORY

Although a good name in the skate world, Z-Axis has always felt that there was something not quite right about the game. Z-Axis has now been renamed to Acclaim.



DAVE MIRRA FREESTYLE BMX2

XBOX TOTALGAMES.NET

TOTAL  
GAMES.NET XBOX

- EXTRA SCREENSHOTS
- SCREENSAVER
- WALLPAPER
- MOVIES

As the saying goes, 'imitation is the best form of flattery'... although when it comes to the games industry that's hardly an excuse for developers to churn out the same games year after year. Of course, there's out-and-out copying and then there's improvement on a theme – while some companies can be accused of playing it safe by simply sticking to what they know, others are constantly looking for new ways to take something that's great and make it even better. The result? Usually a game that manages to break the mould and become the best of its kind. But when that game already exists in a genre, what chance have all the other developers got eh? Well, that depends if you're the people behind *Aggressive Inline*.

Now, before we even start, let's get one thing perfectly clear – comparisons between this and the *Tony Hawk's Pro Skater* series are both inevitable and necessary. With Neversoft's ground-



## OFF TO THE MOVIES

The first level offers a heap of challenges...



**1** One of the very first challenges you'll get is from this woman; she'll want you to score 40,000 points in 60 seconds. It's not that tough, so use it to get used to the controls.



**2** If scoring points isn't your style, you can try to bust a grind on the traffic lights above the road, skitch behind a bus or try to ride across five bike racks in one line... tricky!



**3** This door just inside the Movie Studio is locked – to get inside the lab that's behind it, you'll have to fetch the key from the Boardwalk level. Of course, it's not that easy...



**4** Grind this raised cliff and you'll introduce a whole new problem – a massive boulder that's on the verge of flattening everything in its path. Get outta the way quick!



How far into the distance you can see in each level is truly astounding...  
**FACTOR**

## PARK THAT ASS, BOY

Kevin Costner had a point, you know – if you make it, they will come. Well, probably...



Although the inclusion of a Park Editor in the game isn't exactly original, it's not just tacked onto the end of the game – it's also an integral part of the Career mode as well. Several times during the game, you'll come across a challenge that requires you to either construct a new park or re-arrange an already constructed one before attempting to reach a high score on it. Pretty nifty, eh?

breaking game being the genre leader since the original in 1999 (along with similar games like *Mat Hoffman's Pro BMX*), many developers have tried to replicate the things that made the *Tony Hawk's* game so great... sadly, without much success. Still, there's always a first time for everything – after all, even the greatest games become yesterday's news eventually. We didn't think that it'd happen so soon though...

Yes folks, we have a new champion – *Aggressive Inline* is quite simply the new Mac Daddy of extreme sports games. Think what might happen if *Tony Hawk's Pro Skater 3*, *Dave Mirra Freestyle BMX 2* and *Jet Set Radio Future* all settled down and had a baby together... that's *Aggressive Inline*. Sure, it might have pinched ideas from every other extreme sports game on the market today and used them to create something a bit different, but that's not important. What is important is that everything that *Aggressive Inline* attempts to do, it does with style, polish and above all (for want

of a better phrase) complete overkill. But surely overkill is a bad thing? Maybe... but then that's probably because it's an odd way of describing what we're talking about. The fact is this – what *Tony Hawk's* does in moderation, *Aggressive Inline* goes totally overboard with.

You want levels so massive that it'll take you ages to explore each one? Then you'll have to play *Aggressive Inline*. You want around 30 or more challenges per level as opposed to just nine? Again, you'll want to be plumping for *Aggressive Inline* over anything else. You want totally new tricks, stunts and moves that can only be performed with inline skates? Then... well, you probably get the idea. If you're looking for a direct comparison of how immense the levels and challenges are in *Aggressive Inline*, try this – going back to *THPS3*, we managed to complete all nine challenges on the first Foundry level in less than ten minutes. Having played *Aggressive Inline* for over three days, we still haven't got 100 percent of the challenges on the



**POLE DANCIN'** Ahh, the pole spin – an essential move if you want to do a quick U-turn, get to higher places... oh, and make a few extra bucks.



**BALANCE  
IT OUT**

10 The rising and falling  
landscapes provide a  
constant challenge to  
balance your skater in  
this game.

**1 WHERE THE  
AIR IS CLEAR**

10 Keep your skater up in the  
air as long as possible. Use the  
air to your advantage and  
perform a variety of tricks.

WE'RE MORE  
THAN A LITTLE  
SHOCKED TO FIND  
THAT AGGRESSIVE  
INLINE HAS  
TURNED OUT AS  
GOOD AS  
IT IS

Single Heel Manual  
370

**BETTER  
AND BETTER**

10 The more you perform  
tricks, the better your skater  
will be. The skater's ability will  
increase your score and  
unlock new levels.

# THE FANTASY CHANNEL

On top of the regular 'real life' skaters, Aggressive comes with a variety of fantasy characters – most locked away for you to find...



**THE MUMMY**

**Hailing From:** Ancient Egypt  
**In A Nutshell:** It's been inline skating since before you were a wee nipper, happy... so don't you go giving the Mummy any lip, d'ya hear? Just because it's got bandages over its eyes and had all its innards placed in sacrificial jars, doesn't mean it can't hang with the rest of the skating crew.  
**We'd Give It:** Seven



**THE CAPTAIN**

**Hailing From:** The Caribbean  
**In A Nutshell:** Quite how on earth someone with a wooden leg can do inline skating, we don't know – still, you've got to give the old man some credit for trying his best. Unfortunately though, his Juice meter is pretty weak... maybe all that sea salt has dried this sea dog out. Arrrrrr.  
**We'd Give Him:** Eight (as in 'pieces of')



**THE BOMBHELL**

**Hailing From:** Duxford  
**In A Nutshell:** We very much doubt that this young lady can actually fly a plane... not because she's a girl, but it's just something in her eyes. However, there also seems to be several other things about her that we would like to give a more detailed inspection before making any further judgements.  
**We'd Give Her:** Several... growl.

## MMM, JUICY

It's scientific fact – a skater runs on juice. Of course, you can take that however you see fit...



**TWEAK IT SUGAR** If you hold down the Trick button for longer you'll perform the 'tweaked' version for points.



**ANY GRIND ANY PLACE** Although you might not think it, pretty much any surface and edge in the game can be used to perform a grind. Like this octopus...



Movie Lot stage or unlocked the backstage area – that's the first level!

Of course, with the levels in the game being so damn huge, you'd expect there to be some kind of fogging or clever way of hiding certain sections so that the Xbox doesn't have to work as hard, right? Wrong – rather than trying to cheat and keeping the massive stages split into smaller areas, *Aggressive Inline* lets you see everything from wherever you are. With each of the levels being set upwards as well as outwards, it's quite possible to climb up the highest point and get a bird's-eye view of the surroundings... all without a single bit of pop-up, slow-down or general lack of visual quality. What's more, the actual graphics themselves are detailed and

wonderfully textured, as well as running at a constant 60fps. It actually looks like a next-gen game... could you ask for anything more?

To be brutally honest, we're more than a little shocked that *Aggressive Inline* has turned out to be as good as it is – coming from the developer behind *Mirra Freestyle BMX 2* (which we thought was good, but not incredible) it really is everything you'd hope for in an extreme sports game and a whole lot more. It's got more longevity than a lot of games out there today and offers a style of gameplay that we've loved ever since the original *Tony Hawk's* game. Acclaim, we salute you; this is one Xbox title that you can be more than proud of.

**MARTIN**



**BALANCE FOR THE WIN** Manuals and grinds are handy for getting from A to B while scoring massive points. Of course, you'll have to keep an eye on that rather twitchy Balance meter...

## XBM INFO

Lots of people think that Inline skating is called Rollerblading, although this is wrong. In fact, Rollerblade is a brand name (much like you can vacuum, but not Hoover – brand name, you see?)



## VERDICT

### AGGRESSIVE INLINE

#### SECOND OPINION

Extreme sports games are as common as racing games and beat-'em-ups nowadays. At the moment it seems as though all developers are copying a template created by *Tony Hawk's* way back in 1999. This game follows in those familiar tracks. Unoriginal? Yes, but *Aggressive Inline* does have the bonus of being the first in a new extreme sport and Acclaim has made sure that it was done right first time out. It looks great, controls well and has stacks loads of challenges for you to complete. A fantastic game – sure to be a hit with the extreme nuts.

**MIKE**

#### ALTERNATIVELY

**TONY HAWK'S PRO SKATER 3**  
Activision

A great game, but even the best has to bow down sometimes...



### XBM RATINGS

#### LOOKS

*Aggressive Inline* looks nicer than Sylvia Saint in a jelly bikini, under a big billboard with a picture of a Big Mac on it. Mmm.

#### SOUNDS

Not surprisingly, the audio for the game is perfectly suited – plenty of skate-rock and some rather great voice acting to boot.

#### GAMEPLAY

Imagine *Tony Hawk*, but faster... and harder... and more controllable. That's why we love this so damn much.

#### LONGTERM

Certainly one of the most challenging games we've played in a while – it'll have you coming back for a long time to come.

#### Why we'd buy it

- More fun than *Tony Hawk's Pro Skater 3*
- It all looks rather lovely
- Really, REALLY massive levels

#### Why we'd leave it

- Controls are just a little bit twitchy
- Not everyone likes skating
- It might be a tad too difficult

## Overall

# 9

OUT OF TEN

Lap 2/5

5th

2 SIDE SADDLE

1 OPEN  
SEA-SON

Best 01:37.73

Lap 00:10.26

Lead -0:01.56

3 PERFECT  
STORM

0.5x

Double Can Can

## INFORMATION

## PUBLISHER

Atari

## DEVELOPER

Rainbow Studios

## GENRE

Racing

## PRICE

£44.99

## PLAYERS

1-2

## WEBLINK

www.splashdown  
game.com

## RELEASE DATE

30 August



# SPLASHDOWN

A TIDAL WAVE OF  
EXCITEMENT OR JUST  
A RIPPLE IN THE POND?

SHINY ENTERTAINMENT When you've got lighting effects as gorgeous as this it's no problem coming in last.



Will this never end? We're noticing a recurring pattern here as yet another PlayStation2 hand-me-down appears on the Xbox. Sadly, this situation isn't going to change or slow up for a good while yet – all we can do is pick out the shining hopes amongst the slurry of waste. No easy job but the personal watercraft racer *Splashdown* is one such jewel.

This was already a quality game on the PlayStation2 and it doesn't really come as any surprise that it has found its way onto the Xbox. Nor does it come as any surprise that it looks a lot better into the bargain. It never ceases to amaze us when we see an Xbox game sat next to any other format just how crisp the Xbox visuals are. Bizarrely however, the water doesn't look much better at all. Don't get us wrong, it still looks great but it's not quite the image of beauty we were expecting to see...sorry...see.

Just as visually the water hasn't changed that much you'll be pleased to hear that the physics remain intact. The controls in the game are superb and the way the Sea-Doo reacts with the rolling water feels just right. After a couple of

## DEVELOPER HISTORY

RAINBOW STUDIOS  
Atari's Rainbow Studios has been around since 1995, and has developed a number of games for the PlayStation 2, Xbox, and Game Boy Advance.



ATV OFFROAD FURY

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TOTAL GAMES XBOX

EXTRA SCREENSHOTS

WALLPAPER

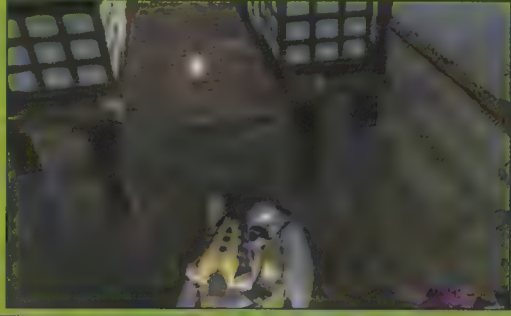
INTERVIEW

MOVIES



## FANCY DRESS PARTY

An arcade racing game that gives value for money? That'll be *Splashdown*...



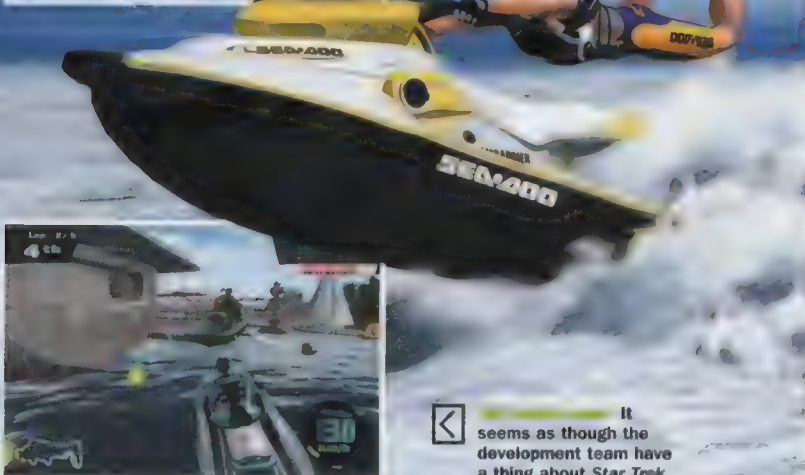
"THE WAY THE SEA-DOOS REACT WITH THE ROLLING WATER FEELS JUST RIGHT"

Lap 1/5  
5th

It may seem 'shallow' but you won't find water this good on any other game.

XBM INFO

The personal watercraft featured in the game are known as Sea-Doo. The name jetski is actually a particular make of watercraft. The Eidos PlayStation2 game *Wave Rally* has the jetski license.



**FLOATING POLICEMEN** Time it absolutely right and you can either jump over or duck under these barriers.



## VERDICT

SPLASHDOWN

XBM RATINGS

### SECOND OPINION

When *Splashdown* was released on the PS2 it was a fairly good little game. The lovely water effects made it stand out from the crowd and the fun, innovative control made it a joy to play. It was initially unclear when the game was announced for Xbox, just how many improvements would be implemented, if any. Luckily the developers have put just as much effort into this conversion as they did the original PS2 game, including two extra characters, two extra stages and updating the visuals to look that little bit crisper.

ALTERNATIVELY

BLOOD WAKE

Microsoft  
More boats only this time containing none of the playability.



### LOOKS

The water may not have improved any but it still looks fantastic and overall it has had a visual boost over the PlayStation2 version.

### SOUNDS

The sounds in this game are what you would expect from an average arcade racer. The only redeeming feature is the cool music.

### GAMEPLAY

Easy to get into and great fun to play, this game makes a great change from the usual kinds of racer on the Xbox.

### LONG TERM

There are plenty of new outfits, courses, characters and so on to unlock in this game, and it does take some time to crack.

### Why we'd buy it

- Lot sharper than the PS2 version
- Excellent water effects
- New characters and courses
- Decent handling

### Why we'd leave it

- Can get tiresome
- Average sound

## Overall

8

OUT OF TEN

racers you can time your attacks on the bigger waves with ease and plot your course through trickier sections several moves ahead. This is a good job really because if you don't pass on the correct side of the buoys you lose speed.

The game doesn't include any courses that are ridiculously hard to negotiate, but as you progress missing just one buoy can mean the end of the race. It doesn't take too long to figure out the patterns, all of the tracks have been very well designed and every one of them is memorable. This is something not all racing games can say. It's going to take you quite a while to see them all as well, as there are loads of extra tracks and characters to unlock, including some exclusive items.

Unfortunately, these updates to the Xbox version do not include decent

sound effects. The splashes of the water sound okay but the engine noise is horrible and the banter between the characters as they race is incredibly mundane. On the plus side you can turn up the top tunes from bands like Blink 182 to 'drown' out the average game noise.

It's commendable that some new tracks and characters have been added into this *Splashdown* but no matter who you try and kid, this is still a PlayStation2 port. This is something that is evident from the sound quality and the unchanged water. Hopefully a sequel will be built with the Xbox in mind. In the meantime if you don't own the game already it is worth a purchase, but don't go trading in that PlayStation2 title for a handful of extras.

MIKE

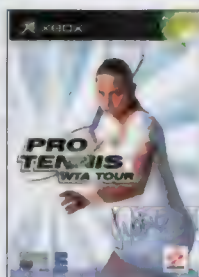
## REALITY

Tennis enthusiasts should instantly recognise all of the environments on show here they are all the official venues of the Women's tour. Work your way around the globe and



## INFORMATION

- PUBLISHER**  
Konami
- DEVELOPER**  
In-house
- GENRE**  
Sports
- PRICE**  
£44.99
- PLAYERS**  
1-4
- WEBLINK**  
www.konami.com
- RELEASE DATE**  
September



## POETRY

This player movement in the game was motion captured using two professional tennis players so this is just like watching the TV. Sadly, her other doesn't make an appearance at all though.

## LADIES

Yes, it's all women - we had hoped that there would be a few men in there too. Hidden away, but it appears not. So, we'll have to make do with the ladies only - just too much of a problem.

# PRO TENNIS WTA TOUR

## CAN KONAMI SERVE UP ANOTHER SPORTING ACE?

### DEVELOPER HISTORY

Konami took its Track And Field expertise and transferred it to the winter arena with this cash in the console with the recent Winter Olympics.



ESPN INTERNATIONAL WINTER SPORTS

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- WALLPAPER
- INTERVIEW
- MOVIES



When it comes to sports to turn into games, the easiest to get right seems to be tennis.

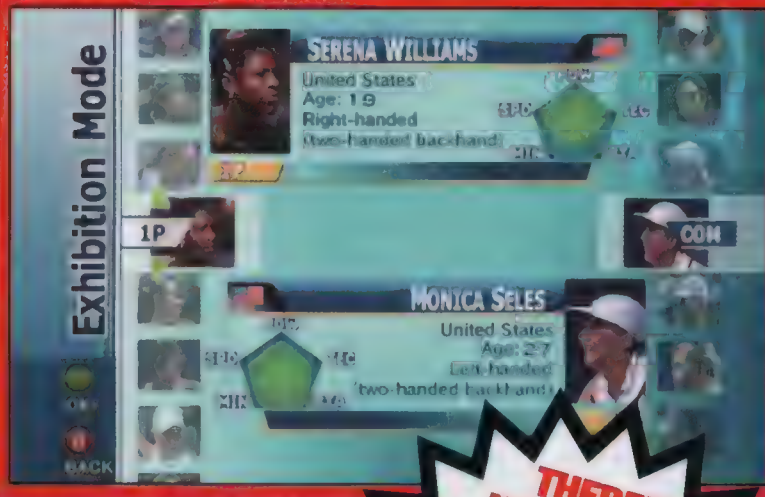
Throughout the years there have been a plethora of classics (*NES Tennis*, *Super Tennis*, *Smash Court*, *Virtua Tennis*...) and so hopes were very high for *WTA Tour*. Coming from Konami, originators of possibly the most addictive multi-player sports game ever, *International Track And Field*, and featuring many of the top ladies of the sport, it's astounding that *WTA* manages to disappoint quite so severely. Instead of losing ourselves for weeks as deadline slipped away, *WTA Tour* was back in its box and shelved quicker than you can say 'Serena Williams'.

The main problem with *WTA* is that you just don't feel as if you are in control of the action. Most tennis games have simple button structures, which allow you to learn the basics very quickly. *WTA Tour* gives you two control systems, but even the simplest one leaves you completely in the dark as to where the ball is going to end up. Expecting a simple return down the line? Well, thanks to the bizarre set-up of *WTA Tour*, you are more likely to see the ball hoofed high into the air and land miles out of the court. Again and again.

## THE REAL THING

### All the players you could want...

You cannot complain about the amount of players available in the game. Stats fans will be happy to know that all players have an authentic amount of skill, even if graphically there seem to be some problems; Serena Williams, for example, appears to have been given a snout and Monica Seles has scary dead eyes.



**THERE'S NO 'JUST ONE FACTOR AND WITHOUT THAT THE GAME FALLS FLAT ON ITS FACE**

WTA Tour does boast a fine selection of real players, all responding exactly as their real life counterparts would. With most tennis games if you join in a tournament you'll have a few rounds to get into the swing of things, not so here – as soon as you hit round one, you'll be going up against one of the best in the world: so often you'll get knocked out in the opening round. This leads to great frustration and together with the control problems, leads you to switch off the game rather than try to improve your performance with another try. Another major problem is that there's no 'just one more go' factor here and without that, the game falls flat on its face.

Let's try looking on the bright side for a while shall we? WTA Tour gives you the chance to play through the entire tour, or create your own tournament to

your own specifications – start with all of the professionals battling it out, or start with only three players (including you) giving you a free ticket straight into the final, where chances are you will lose to someone of a far lower world ranking than your own. Aah!

Add to all this frustration a complete lack of commentary or any decent atmosphere and you have a tragic example of how not to produce a sports game. An Xbox tennis game should both look and play brilliantly but WTA Tour fails dismally on both counts. Instead of being the Capriati of tennis games, this is closer to Navratilova – dated and tired and only of interest to hard-core tennis junkies.

There's nothing ace about this one, but certainly plenty to fault – don't bother.

**KENDALL**



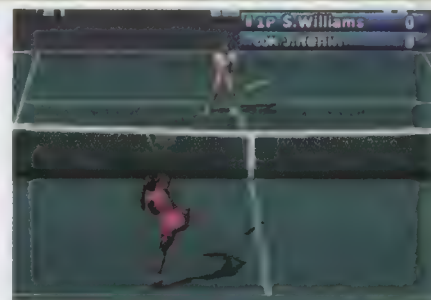
**THE FACTOR**  
Graphically, WTA Tour would not give the PS2 any sleepless nights and so on Xbox this just looks very lazy indeed.

### XBM INFO

☒ In 1949 Gussie Moran wore a short, lace trimmed skirt. She was accused by the AELTC of bringing 'vulgarity and sin into women's tennis'. Today vulgarity and sin seem to be very much a part of the game, and we wouldn't have it any other way



**FULL HOUSE:** Your player should be cheered on by the huge crowd present at each venue, but they tend to be a little shy most of the time.



☒ **QUEEN OF THE COURT:** As in the real world, Serena Williams is one of the most impressive competitors. Nice pink outfit too.

## VERDICT

### PRO TENNIS WTA TOUR

### XBM RATINGS

#### SECOND OPINION

☒ Tennis games are always good, they always make good videogames. Even going as far back as Pong, the game was sorted – hit the ball back and forth until a mistake or a good shot scored a point. Addictive stuff. So why then does WTA Tour mess up so badly? It's simple: the ball doesn't move fluidly enough and you seemingly have no control over what the ball does. Tennis games are easy to make, the fact that this is so bad should say something. Konami's quality control. Buy Slam Tennis instead.

#### WICK

#### ALTERNATIVELY

#### SLAM TENNIS

☒ Infogrames  
☒ Looks a bit shabby but plays a lot better than WTA Tour...



#### LOOKS

Nothing here to give lesser consoles sleepless nights, so on the Xbox this really is not good enough. Bah!

#### SOUNDS

Occasionally the crowd gets excited and starts cheering, but not enough to actually lift the game. Where's the commentary?

#### GAMEPLAY

Tennis games need to have a decent learning curve, but here you will just go up against professionals from the outset. Too frustrating!

#### LONGTERM

There are loads of different venues to unlock but the game is so dull that you won't be playing long enough to open them all...

#### Why we'd buy it

- Real players
- Real venues

#### Why we'd leave it

- Lack of control
- Too tough from the start
- No atmosphere
- It's boring!

## Overall

A dull, drab and uninspired tennis title. Avoid this one!

**4**

OUT OF TEN



## INFORMATION

- PUBLISHER**  
Empire Interactive
- DEVELOPER**  
Supersonic Software
- GENRE**  
Racing
- PRICE**  
£39.99
- PLAYERS**  
1-4
- WEblink**  
[www.empireinteractive.com](http://www.empireinteractive.com)
- RELEASE DATE**  
Out Now



### 1 GRASS HOPPER

Being ant-sized, even the smallest gap can look like a canyon. You'll need to be your 'lines' if you're going to make it over all the holes.

### 2 FOOT SOLDIER

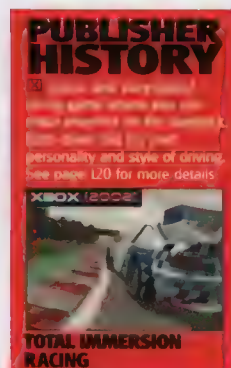
Have you ever tried to walk on a surface that's not flat? Can you imagine? You'll need to be your 'lines' if you're going to make it over all the holes.

### 3 WORMS

Now this is clever. Your speed is represented by a worm pointing to leaves. That's right, the faster you go, the more leaves you'll see.

# ANTZ EXTREME

YOU DON'T GET MUCH MORE EXTREME THAN ANTS ER, RACING...



**Y**ou may have seen *Antz*. Along with *Toy Story* it was one of the first feature length computer animated films and a pretty good one at that. Brilliantly animated and scripted, it's about an ant who makes a break from the totalitarian society, falls in love with a princess and saves the colony from a would-be dictator. It is *not* about insects racing round on the backs of other insects.

*Antz Extreme Racing* is set up like this: you race with the characters from the film, each with his or her own challenges or races. Finish first in every race and you'll get to take part in one final challenge – this opens up a new character and the whole charade begins afresh. This structure is probably the best thing about *Antz Extreme Racing* – each challenge is different (and gives you a reason to play with another character), although they're ultimately about finishing first each time.

The challenges break down like this: Races in 'bug cars', racing on foot and on

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- INTERVIEW
- MOVIES

**ANTZ RACING WOULD BE AN INSULT TO THE INTELLIGENCE OF A FOUR-YEAR-OLD**

**FACTOR**  
It's an obvious one, but why does this look worse than the PS2 version?



**ROUND AND ROUND:** The tracks are every bit as uninspiring as the gameplay, making this quite a chore to play.

## XBM INFO

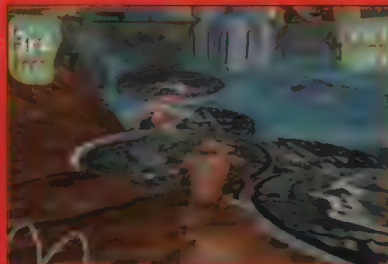
Antz the movie, featured the voice talents of Woody Allen, Sylvester Stallone, Sharon Stone and Christopher Walken. None appear in the game.



## IT'S A SMALL WORLD

The world's a different place when you're an ant...

When you're the size of an ant, it's a very different world. The developers have enabled the developers to make more fun, almost surely for you to look in. With the best of fun and when you're down long, long like an ant, you're missing...



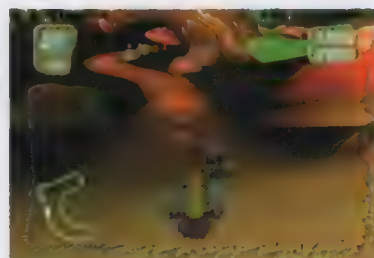
# RACING

the back of flying bugs, time trials and these snowboarding type bits. All are bad. Racing in karts ranges from ridiculously easy to impossible – all down to the overly responsive kart dynamics. Steering is far too sensitive. The flying sections are essentially the same as the normal racing sections but in the air (there should have been some kind of design where the fact you are in three dimensions was taken into account) and the snowboard (leaf) bits are again way too difficult to control, on courses that are devoid of any design and imagination.

Imagine *Mario Kart* where you don't need to take your finger off the acceleration button, where there's absolutely no subtlety in the handling, where the weapons are pretty much useless and where the tracks are so unimaginatively designed that short cuts punish the player rather than reward. Add to this a camera that spends more

time looking at either your character (default setting) or the floor (zoomed out a bit) and you have one of the worst cutesy racing games ever. Not just on Xbox, but ever.

Quite frankly you've got to expect more from a license to a decent film. Not some kart racing clone, and one that has been made this badly. No doubt the developers would hide behind the old 'but it's for the kids' line – but believe us *Antz Racing* would be an insult to the intelligence of a four-year-old. Redeeming features? Not a single one. **NICK**



## VERDICT

### ANTS RACING



### XBM RATINGS

#### SECOND OPINION

Who on earth green-lighted this? Sadly it weighs in as a serious contender for the worst game we've seen on our Xbox thus far. The controls are hyper sensitive meaning that should you breathe while coming, you're likely to go careering off into the side, the tracks are short and dull – that's just the tip of the iceberg. When it comes down to it we have a decent license yet a game that is actually no fun to play (where have we heard that before?). It may be better in multiplayer but that means you'll have to coerce someone to join in with you. Avoid this like the plague.

**DAN**

#### ALTERNATIVELY

##### PROJECT GOTILAM RACING

Microsoft  
Real racing, a real challenge, real good



#### LOOKS

Actually it looks like a higher resolution PSone game. Not what we'd expect from the Xbox.

#### SOUNDS

Ethereal rainforest soundtrack marred by the incredibly irritating sound of insects buzzing.

#### GAMEPLAY

No, this is not how you do a *Mario Kart* clone. Make it fun!

#### LONG TERM

Some of the races take a couple of goes to complete, the rest you'll do first time.

#### Why we'd buy it

- Good structure.

#### Why we'd leave it

- No subtlety
- Badly designed levels.
- Almost no AI.

## Overall

There's just no need to purchase this title in its year. I know, if you're going to do a *Mario Kart* clone, you're a right.

# 3

OUT OF TEN

97

game time



Yacht harbor  
1.17km

XBOX  
ONLY ON  
XBOX

## INFORMATION

**PUBLISHER**  
Infogrames

**DEVELOPER**  
SEGA Hitmaker

**GENRE**  
Driving

**PRICE**  
See importer

**PLAYERS**  
1

**WEblink**  
[www.hitmaker.co.jp/game/TAXI3/site\\_e/home.html](http://www.hitmaker.co.jp/game/TAXI3/site_e/home.html)

**RELEASE DATE**  
Out Now (US),  
20 September (UK)



XBOX  
IMPORT  
GAME

PICK  
'EM UP

# CRAZY TAXI 3: HIGH ROLLER

JUMP IN, GET IT IN GEAR AND PREPARE FOR THE RIDE OF YOUR LIFE!

## DEVELOPER HISTORY

SEGA RALLY



SEGA RALLY

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TOTAL GAMES

WALLPAPER

INTERVIEW

MOVIES

Although SEGA's Dreamcast never really achieved the status it deserved, some titles on the format were instant hits – easily outshining everything on PSone, and even many PS2 titles. Along with Namco's *Soul Calibur*, Capcom's *Resident Evil: Code Veronica* and SEGA's own *Sonic The Hedgehog* series, *Crazy Taxi* was amongst a handful of titles that persuaded many gamers to go out and buy what we now know as SEGA's final entry into the console hardware market.

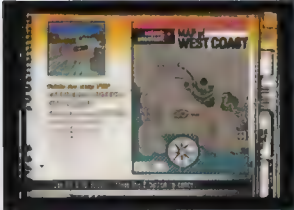
Starting out life as an arcade game, *Crazy Taxi* was both exciting and easy to play. The aim of the game was simply to pick up passengers and get them to their destination in the given time limit,

earning extra points by making their ride as white-knuckle as possible. And being set in San Francisco that wasn't difficult to do – the extreme hills, built-up city, and colourful seaside setting ensured there was always something fun to be interacting with.

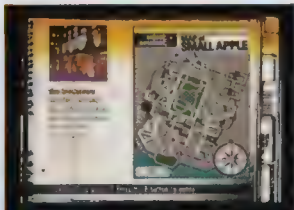
While anyone could pick up and play *Crazy Taxi*, it was also possible to become much more skilled by learning the special manoeuvres, destinations and city layout. With practice it was possible to build up time by delivering passengers to their destinations well ahead of schedule, with some runs lasting well over an hour. This open-ended structure was unique in the driving genre, resulting in something with similar high-score



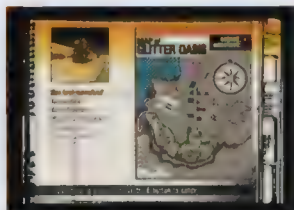
# THREE CITIES



**WEST COAST:** It's all vibrant colours and extreme hills in San Francisco. Perfect for crazy taxi driving and possibly still the best track on offer.



**SMALL APPLE:** Huge skyscrapers, wide, flat roads and a central part. This New York-based level lacks the excitement of the other two tracks.



**GLITTER OASIS:** This brand-new track features the excitement and atmosphere of Las Vegas at night. Fantastic lighting effects guaranteed.



With so many lighting and motion blur effects going on, the night-time scenes in CT3 look more vivid than in any other game.

**XBM INFO**

Crazy Taxi was one of the biggest selling Dreamcast games, topping the charts in the States and in Europe. It was also a popular arcade game, though the follow-up was only released in the home.

appeal to *Tetris*. Aside from the perfect translation of the arcade track, the home version also included a second track, as well as a bonus mode entitled Crazy Box. This popular addition to the game featured a handful of mini-games – each putting the special moves to good use in themed missions.

As with most popular videogame titles, a follow-up was released two years later. Bypassing the arcade, the game was

released exclusively on Dreamcast but failed to attract the audience that the original game had enjoyed for a number of reasons. Firstly there was the issue of timing – the game launched amidst a barrage of PS2 enthusiasm and struggled to be noticed. But changes to the structure of the game can also be attributed to its failure. The vibrancy of sunny San Francisco was replaced by smoggy New York, complete with a



**CLOSE UP** Drive close to other vehicles to make your rides more exciting.

## CRAZY X

One of the most popular elements from the original has been retained and improved. Crazy Box, now called Crazy X, is full of fun mini-games. Here are the 12 you start with...

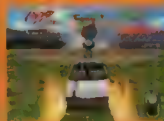
### CRAZY JUMP

How far can you launch your taxi? Find out using this.



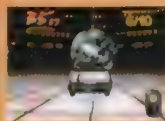
### CRAZY HOME RUN

Dash and jump to hit the ball and knock it into the stalls.



### CRAZY BALL

Smash the mirror ball repeatedly before the time runs out.



### CRAZY TORNADO

Safely deliver your passenger, avoiding the falling cars.



### CRAZY BALLOONS

Simply pop all the balloons before the time runs out.



### CRAZY BOWLING

Use Crazy Drifts to knock all the pins over in the time limit.



### CRAZY FOOTBALL

Safely deliver your passenger, avoiding the rows of traffic.



### CRAZY UFOS

Crash into the flying saucers to destroy them in the time limit.



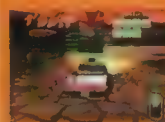
### CRAZY RING

Repeatedly jump through the flaming ring before time is up.



### CRAZY POLES

Deliver a passenger to each pole during the time limit.



### CRAZY RAMPS

Jump across each of the gaps using the ramps provided.



### CRAZY LOGS

Jump over each of the felled trees as they plummet towards you.



7.5

game time

3 FINDING YOUR WAY

LET'S GO CRAZY!

The West Coast from the first Crazy Taxi makes an appearance. Have you got flowers in your hair?

386m  
Look-out tower

660m  
Fire station

936m  
USED CAR SHOP

FINAL DESTINATION

AGAINST THE CLOCK



# DRIVE YOU CRAZY

Each of the three cities has four local drivers with their own crazy personality. These are...

**NAME:** Angel **AGE:** 18  
**LOCATION:** Glitter Oasis  
**PERSONALITY:** Just 18, Angel can be impulsive. He loves making money – almost as much as he loves to party!



**NAME:** Cinnamon **AGE:** 18  
**LOCATION:** Small Apple  
**PERSONALITY:** Cinnamon is forever optimistic about whatever life throws at her, and is happy to forgive and forget.



**NAME:** Axel **AGE:** 21  
**LOCATION:** West Coast  
**PERSONALITY:** Axel wanted to be a taxi driver ever since going for a crazy taxi drive at the age of ten.



**NAME:** Bixbite **AGE:** 24  
**LOCATION:** Glitter Oasis  
**PERSONALITY:** Bixbite loves to go as fast as he can, but turned down the opportunity to become a race driver.



**NAME:** Hot-D **AGE:** 78  
**LOCATION:** Small Apple  
**PERSONALITY:** A former stunt driver, Hot-D at 78 is now happy to give passengers thrilling rides in his taxi.



**NAME:** BD Joe **AGE:** 25  
**LOCATION:** West Coast  
**PERSONALITY:** BD Joe is a talented street performer, and loves to entertain his passengers in his own way.



**NAME:** Mrs Venus **AGE:** 48  
**LOCATION:** Glitter Oasis  
**PERSONALITY:** This funky mother became a taxi driver to support her seven kids. She loves keeping people happy!



**NAME:** Iceman **AGE:** 28  
**LOCATION:** Small Apple  
**PERSONALITY:** Once living life on the road, Iceman now makes money driving his taxi. He's very quiet and withdrawn.



**NAME:** Gena **AGE:** 23  
**LOCATION:** West Coast  
**PERSONALITY:** Gena just loves her car and spends all her time tuning it. Despite this she's still cool and sexy.



**NAME:** Zax **AGE:** 36  
**LOCATION:** Glitter Oasis  
**PERSONALITY:** As the tough guy of Crazy Taxi, Zax hates to be proved wrong. But would you argue with him?



**NAME:** Slash **AGE:** 25  
**LOCATION:** Small Apple  
**PERSONALITY:** Overconfident, even rude, Slash is a bit mad, but unquestionably cool. But why is he a taxi driver?



**NAME:** Gus **AGE:** 42  
**LOCATION:** West Coast  
**PERSONALITY:** After being a hooligan in his youth, this gambling man eventually went on to start the crazy taxi trend.





**DOWN WITH A BANG** It's amazing that your Crazy Taxi stays in one piece!



**LAUNCH PAD** Use the Crazy Hop at the top of a ramp and you'll go flying!

somewhat muted colour pallet, and the tracks lacked the elevation and visual flair from the first game. But the biggest change came with the introduction of the Crazy Hop – a feature that allowed the car to jump over obstacles such as fences and low buildings. Now while this may sound like a good idea, it caused numerous problems with collision detection and invisible boundaries.

So when SEGA announced that it was developing the third instalment in the series exclusively for Xbox, we waited tentatively to see which route Hitmaker would take. Would the designers re-introduce San Francisco? Would they include the Crazy Hop?

Well now that *Crazy Taxi 3* is finally here we can confirm that this includes all the things we've loved and hated about the series. Firstly the game isn't so much *Crazy Taxi 3* as the Best of *Crazy Taxi*. A new night-time track based on Las Vegas has been developed, but the game also includes the main tracks from the first two games, complete with new graphics effects and destinations. The Crazy Hop has indeed been included once more and the original track has had a slight redesign to cater for it. In fact, the whole game now uses the Hop much more effectively, with vast short cuts over rooftops, rivers and even the Grand Canyon. Other new moves include the Crazy Back Dash for reversing in high-speed and a secondary Crazy Dash complete with green flames.

The special moves are more important than ever in *CT3*. While they were used mostly to deliver passengers in faster times in the first two games, they're now vital to making it to each destination in time. This is most noticeable when



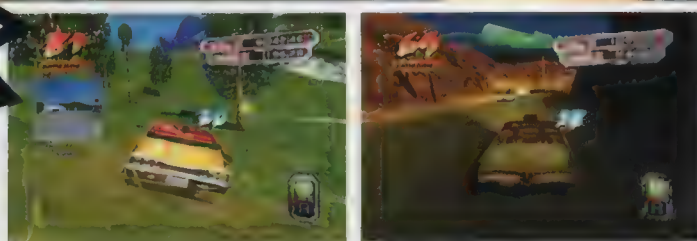
"IF YOU'RE A FAN OF THE SERIES, YOU'LL ENJOY WHAT CRAZY TAXI 3 OFFERS"

picking up multiple passengers – without using the secondary Crazy Dash, Crazy Hop and Crazy Drift you won't make it in time.

But while many niggles introduced in the second game have been sorted, just as many have slipped through the net. To start with this doesn't look as good as it should. Although some lovely lighting has been used to create the glitzy nightlife of Las Vegas and New York, pop-up and slow-down take the edge off – especially in New York, where enormous skyscrapers draw in at the last minute. Now while this usually only affects the aesthetics of the game, it occasionally affects the gameplay too – most notably when perspective passengers are out of sight when only a few metres away. There are still problems with collision detection too, with passengers passing through both your car and the scenery almost every time you pick up or drop them off.

But despite its flaws, *CT3* is still a fun game. It doesn't include as many next-generation enhancements as we would like to have seen, but at the end of the day the original game was ahead of its time when it launched on Dreamcast. If you're a fan of the series, you'll enjoy what *CT3* offers, but don't expect anything ground-breaking.

**KEITH**



## VERDICT

### CRAZY TAXI 3: HIGH ROLLER

### XBM RATINGS

#### SECOND OPINION

See how standards change? Back in '98 this would have been the multi's. At that time *Crazy Taxi* was the in-thing – brilliant arcade gaming, totally addictive and a completely fresh approach to the driving genre. Now though it's lost at least some of its appeal. We're not sure why – perhaps the original wasn't as good as we remember... Whatever, *Crazy Taxi 3* is the ultimate game for the *Crazy Taxi* fan. The first two games plus a whole new city on top and all lovely and Xboxed up. You can't say fairer than that.

#### NICK

#### ALTERNATIVELY

#### SIMPSON'S ROAD RAGE

*Crazy Taxi* with the Simpsons in it, basically.



#### LOOKS

While much of the game looks similar to the Dreamcast original, some nice lighting effects bring *CT3* up to date.

#### SOUNDS

It's got licensed rock music tracks and many hilarious voice samples. Both start to grate after a while though.

#### GAMEPLAY

Aside from a few annoying bugs, *Crazy Taxi 3* is all about having fun. And fun it is!

#### LONG TERM

If you're the kind of gamer who enjoys beating high scores you'll be playing this for ages.

#### Why we'd buy it

- Genuinely exciting to play
- Tracks from first two games
- Crazy X mode adds to the longevity

#### Why we'd leave it

- Can be frustrating
- Doesn't look much better than the original
- Slows down sometimes

## Overall

7

OUT OF TEN



2007



## INFORMATION

- PUBLISHER**  
Ubi Soft
- DEVELOPER**  
Bethesda
- GENRE**  
RPG
- PRICE**  
See importer
- PLAYERS**  
1
- WEBLINK**  
[www.bethsoft.com](http://www.bethsoft.com)
- RELEASE DATE**  
Out now (US)  
November (UK)


**XBOX**  
**ONLY ON**  
**XBOX**

THE FIRST  
THING THAT  
STRIKES YOU  
ABOUT THE  
DESIGN IS  
HOW TACTILE  
EVERY  
THING IS

# THE ELDER SCROLLS III: MORROWIND

LIVE ANOTHER LIFE. EXPLORE ANOTHER WORLD...

DEVELOPER  
HISTORY

“Live the life of a slave and  
become the owner. That's the basic  
for Bethesda's *Sea Dogs*. War,  
adventure and action combine in  
this game.”



SEA DOGS

XBOX.TOTALGAMES.NET

TOTAL  
GAMES  
XBOX

- EXTRA SCREENSHOTS
- WALLPAPER
- INTERVIEW
- MOVIES



**A**lthough Japanese console sales are very much driven by quality RPGs, the Western market tends to rely much more heavily on racing, fighting and sports games to keep its consumers happy. In fact, only a few console RPG series have ever become mass-market on these shores – most notably Nintendo's *Legend Of Zelda* and Squaresoft's *Final Fantasy*.

The Western PC market does have its own RPG following, though the style of these decidedly Western games is very different from those developed in Japan. While Japanese developers tend to go for vibrant, colourful, and even super-deformed character designs with quirky supernatural story lines, Western

# FIRST LEVEL

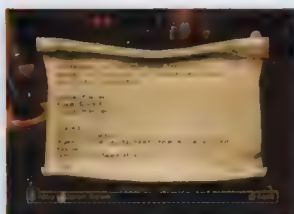
Before exploring you'll need to make some choices...



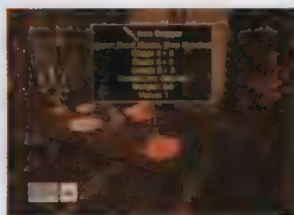
**1** On the lower deck of a galleon you will be asked to create a name for yourself.



**2** You'll also be asked what kind of race you are. Ten are available, each with character traits.



**3** You'll fill in your release forms, developing initial strengths and weaknesses as you do so.



**4** You'll go through a room full of items to steal if you dare. An iron dagger is amongst them.



**5** Finally you'll be released into Seyda Neen. From here it's up to you what happens in the game.



Create your own adventure in a fantasy world of stunning beauty. Only Xbox could produce such freedom in an environment.

**XBM INFO**

Lynda Carter, star of the Seventies cult series *Wonder Woman*, performs many of the villagers' voices in *Morrowind*. Apparently the team had great fun with her in the recording studio, as many of them were fans of the series in their youth.



designers tend to be much more influenced by folklore and mythology. Being developed initially as a PC game (in the USA) *Morrowind* slots comfortably into the latter style.

The game is set in the land of Vvardenfell – a lush, natural island sparsely populated by humanoid creatures and shared by all manner of strange wildlife. Each and every village houses wizards, soldiers and otherworldly beings who stride around in traditional woven garments, each with their own personality. The colour pallet is neutral – it mixes subtle browns and greens together to create a totally organic environment that is highly reminiscent of those seen in *The Lord Of The Rings* movie.

But while this lush world may beg to be explored, it's also a rather daunting prospect. After a lengthy introduction sequence, during which you choose your character's skills, powers and image, you finally get to take your first steps in the enormous land of

Vvardenfell. The game can be played from either a third or first-person perspective, the latter being preferable, both in terms of gameplay and graphics. From a third-person point of view the main character appears angular and badly animated, drifting as if on roller skates over the undulating terrain. It also creates problems with visibility as the character regularly obscures the action.

But these imperfections aside, you'll soon be on your way – exploring villages, forests, mountain ranges and oceans. The first thing that really strikes you about the design of the game is just how tactile everything is – pretty much anything you can see can be snatched up and added to your inventory. This is all very well and good when collecting mushrooms and wild flowers out in the countryside, but try taking, for example, the silverware from the shelf of a village home and the owner will defend it with all their might – even requesting the help of the local



**KILL ALL CRUSTIES.** There is a wide variety of creatures. Once dead you can put the meat into your inventory.





## COULD IT BE MAGIC?

To survive in the wild you'll need to learn to use magic

A huge selection of magic tricks are on offer in Wardenfell, ranging from standard health up and attack potions through to more diverse creations such as the ability to walk on water. Magic spells can be purchased from the local alchemist (amongst other places) or created by crushing flowers and herbs with a pestle and mortar. If you become really good at mixing potions you may even find locals who want to buy them



armed guards if necessary.

Learning to steal is, however, just one of many ways to build-up and evolve your character. Elements such as speed, endurance and agility gradually grow stronger each time you swim, jump and fight, but you'll need hard cash to buy new weapons and armour. As with so many other areas of the game, the way you earn this is totally up to you; it will affect the way your character develops and is therefore perceived by the other characters in the game. Stealing is the most immediately rewarding method, but is also the most risky should you get caught. You can usually find small items, such as cutlery, candles, and other household items hidden in baskets in unmanned rooms. These can

be cashed-in at one of the local stores.

However, there's more to life than stealing – you'll need to learn to charm, barter and threaten locals to acquire all the items you need. Again your abilities in each of these skills vary depending on which race you started out as, how your stats have evolved and how much practice you've had with each. When you first begin communicating with others you're unlikely to be very successful in getting your own way. Each person has a list of questions you can ask, and the answers they give will often reveal even more relevant questions. Considering just how huge the game is, it's astonishing that there's so much depth to the conversation, even if the scripting is a little wooden.

## MORROWIND INHABITANTS

The type of character you choose to play as will affect the way the game develops. Which one suits your personality?



### ARGONIAN

Residing in the swamps of Black Marsh, Argonians are just as comfortable in water as they are on land. This race has natural immunities to disease and poison.



### BRETON

Bretons may look like axe-wielding soldiers, but they're actually skilled magicians. Fast learners, they have the power of the supernatural on their side.



### DARK ELF

Athletic and powerful, Dark Elves are skilled swordsmen as well as magicians. Their balanced physical attributes are backed up by powerful intellect.



### HIGH ELF

Most of Morrowind's language, science and crafts are derived directly from High Elven traditions: meaning the race is at home in all areas of the land.



### IMPERIAL

Gallant and well educated, Imperials are great at conversing with members of the community. Their diplomatic charisma makes them great at bartering.



### KHAJIIT

Khajiits are powerful natural fighters thanks to their cat-like agility and devastating claws. They're also excellent thieves and are highly intelligent.



### NORD

Skilled fighters and with a resistance to cold, these fearless, fair-haired warriors are familiar with exploration and trading. Great with weapons but not magic.



### ORC

Fearless warriors, hated by almost all the other races in Morrowind. Even so, their community is more sophisticated than their appearance would suggest.



### REDGUARD

Redguards are born fighters. Their toughness and natural talent for adapting to new weapons and armour makes them the ultimate warrior.



### WOOD ELF

Wood Elves are natural thieves thanks to their nimbleness. Their slight build and agility also makes them excellent at exploring the wilderness.

☒ **COUNTRY LIFE** Sometimes you'll find a singular residence. These are the best places to steal and not get caught!



So you can talk to people and steal their belongings but no RPG would be complete without battles. In *Morrowind* the battles are played in real-time and vary in content, once again depending on how your character has evolved. Initially most of the action is a simple case of hack and slash, though relatively few hits connect until your skill levels have increased. Magic also becomes readily available after a few hours of play, including life-up potions, fire, ice and just about all the other RPG magic elements you'd expect. The best thing is that you can actually create these yourself by blending mushrooms, flowers and herbs you find in the wild.

And while we're on the subject of the wilderness, that's where you're going to

☒ **GET BACK TO NATURE** Much of *Morrowind* consists of aimless wandering out in the wilderness.



be spending much of your time when playing *Morrowind*. Although battles and conversations make up a big part of the gameplay, aimless wandering makes up even more. Now the land of Vvardenfell is a very tranquil place and many people will enjoy this aspect of the game, especially when something unexpected happens like a thunder or sandstorm. But for other people this soon becomes a chore. Almost every area is shrouded in a heavy layer of fog plus the subtle colours and repetitive scenery will frustrate players who are used to the likes of *Final Fantasy*. However, *Morrowind* is a good game but it's certainly something you should try before you buy.

**KEITH**

## VERDICT

THE ELDER SCROLLS  
III: MORROWIND

XBM RATINGS

### SECOND OPINION

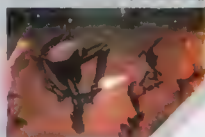
☒ Too much time. That's what *Morrowind* will take from you. Some of this is well spent – stealing and robbing people being two excellent reasons to play this game. The rest, however, is tired, tedious and just plain hard work. *Morrowind* is an RPG on an impressive scale but fails to really engage you with interesting story lines, characters and a threat that should make you come back for more. Overall, it's fair to say that *Morrowind* is a bit, obese, overblown affair. Only the real RPG heads need apply – *Final Fantasy* this isn't.

**NICK**

### ALTERNATIVELY

**ODD WORLD** – IGN'S EMPLOYEE  
Microsoft

A puzzle-filled adventure on an alien planet. Different to *Morrowind*, but equally entertaining.



### LOOKS

While most of *Morrowind* looks smooth and blended, some of its textures and a fluctuating frame rate take off the polish.

### SOUNDS

A graceful orchestral soundtrack sets the mood perfectly, while crisp sound samples enhance the action.

### GAMEPLAY

A few minor control issues and an unusual combat system will put some gamers off of this, otherwise an enjoyable RPG.

### LONGTERM

This game is huge! With literally hundreds of hours of gameplay and many tasks to complete, this will keep you going for ages.

### Why we'd buy it

- Unbelievably huge
- Interact with virtually every item you come across
- Symphonic soundtrack

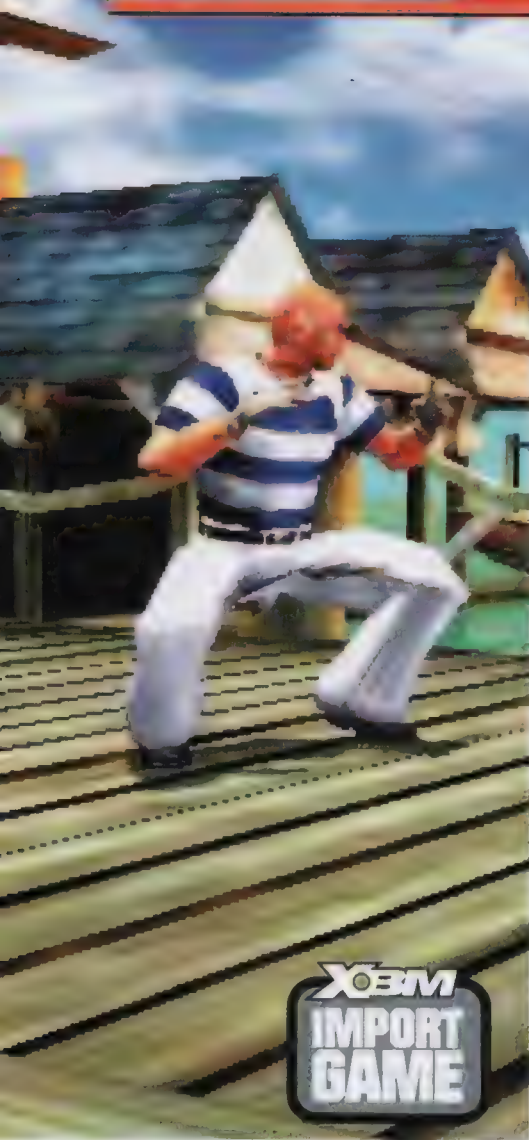
### Why we'd leave it

- Lots of aimless wandering
- Can feel unfinished
- Takes forever to upgrade your character

## Overall

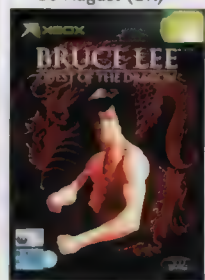
7

OUT OF TEN



**INFORMATION**

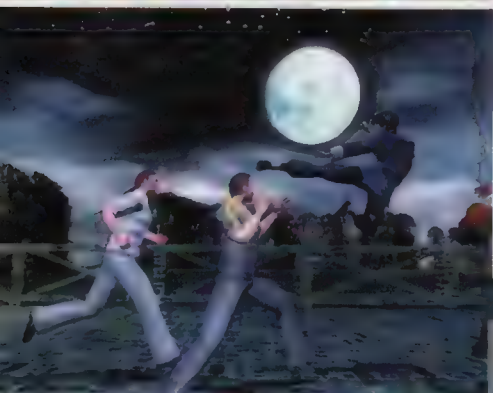
- ☒ **PUBLISHER**  
Vivendi Universal
- ☒ **DEVELOPER**  
Ronin Entertainment
- ☒ **GENRE**  
Fighting
- ☒ **PRICE**  
See importer
- ☒ **PLAYERS**  
1
- ☒ **WEBLINK**  
[www.universalinteractive.com/bruceleegames](http://www.universalinteractive.com/bruceleegames)
- ☒ **RELEASE DATE**  
Out now (US),  
30 August (UK)



**XBM**  
**IMPORT**  
**GAME**



**KICK 'EM IN THE RIGGING!**  
 Some fights are reminiscent of the more violent and brutal, but less intense, full-on action of the game.



# BRUCE LEE: QUEST OF THE DRAGON

**A LEGENDARY GAME, OR SHAMELESS CASH-IN ON A LEGEND?**

**DEVELOPER HISTORY**



**STAR WARS: FORCE COMMANDER**

**XBOX.TOTALGAMES.NET**

**TOTAL GAMES**

**XBM**

**EXTRA SCREENSHOTS**

**WALLPAPER**

**INTERVIEW**

**MOVIES**

**B**ruce Lee is best remembered as a skilled fighter and talented actor. His athletic build, speed and snappy Jeet Kune Do moves have lived on despite his death nearly three decades ago. It's a shame then that such a monumental figure in the martial arts and movie worlds should be depicted in such an unrepresentative way as this. You see *Bruce Lee: Quest Of The Dragon* includes almost none of the factors that made Bruce Lee famous. Movement feels unresponsive and stodgy, fights are slow and awkward and, unlike real martial arts, even an amateur can fumble their way through.

Then there's the issue of fighting moves. Lee was famous for cutting out

unnecessary moves from his fighting style, developing Jeet Kune Do as a more streamlined and spontaneous form of martial arts. Perhaps the developers should have considered this when they implemented the 233 moves included in the game – 200 of which are virtually redundant once in a brawl.

It's clear right from the word go that this isn't going to be all it should be – waiting for the first level to load gives a good indication of the sort of shoddy game design that's to come. After pressing the Start button a loading screen appears and begins highlighting a row of Bruce Lee images performing moves, replacing the standard loading bar. Once these get to about a third of the way

# FIRST LEVEL

Before you can begin you're subjected to an badly realised cut-scene...



**1** The camera pans around Lee as he meditates in his room. The mood is tense.



**2** A mysterious and ropery-looking man in an orange suit sneaks up, seemingly unnoticed.



**3** But Lee, with his cat-like senses, springs to his feet, spins round and tackles the intruder.



**4** But there's no need to fear! It's just Lee's teacher come to tell him how wonderful he is...



**5** ... followed by the real baddies who come to give Lee a good kicking. Now it's up to you...



**CHINA TOWN:** Many authentic locations have been included in the game, though the lack of interactivity means they're all just for show.



**BACK AT YOU:** Something you don't see often - Lee actually reversing a move.

across the screen (a process that takes about ten seconds) another screen appears with the option to buy new moves - strange when you haven't even started playing the game. After this the game reverts back to the loading screen where it stays for about

another 20 seconds, before suddenly bursting a brief FMV sequence, complete with appalling voice acting and poor quality renders. Once this short interlude has finished playing, the aforementioned loading screen reveals itself once more, finally loading

in the first level after a further ten seconds or so. What a palaver!

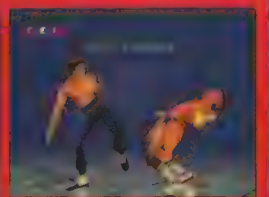
So the first level begins, but not before you've watched another of the awful cut-scenes. While the game needs these cut-scenes to spice it up (hell, anything would help) you'd think



## PRACTICE MAKES PERFECT

Aside from the main game, the training level is the only other game option included...

Quest Of The Dragon features a massive 233 moves. Sadly, due to the ropery connection and messy gameplay, you very rarely get to use these in the main game. If you do wish to see Lee's more impressive moves, you're going to have to make do with this boring blue training level as a backdrop. Hey! Look on the bright side - at least there's a moves list included.



### 1 THE LOCATIONS

It's thanks to the game's scrolling background that you can see the locations of the bad guys and the locations of the bad guys.

### 2 THE MAN

It's thanks to the game's scrolling background that you can see the locations of the bad guys and the locations of the bad guys.

### 3 THE BAD GUYS

It's thanks to the game's scrolling background that you can see the locations of the bad guys and the locations of the bad guys.

## HE'S GOT THE MOVES

Build up your moves as you progress through the game...

As you work your way through the game you get the opportunity to increase the number of moves you can perform. Now of course, in real life Bruce Lee would have dedicated long periods of time to doing just that, but in a horribly videogame-like manner Lee earns new moves in this game by buying them before each level starts. So you win the money to buy moves in tournaments, right? Wrong! Gold coins simply pop out of the bad guys once you've defeated them – just like *Super Mario Bros!* To put it simply – there are so many wasted opportunities in this game.



that recording moderately okay voice actors for this generation of videogames wouldn't be a problem. Wrong! The demeaning American-Chinese accents might offend Asian gamers.

And so the game proper begins – well almost anyway... In each level, when you begin fighting, the program needs to load one or two last pieces of information, causing the action to pause and stutter as you perform your first few moves. This unsightly slow-down makes us think that perhaps this could have done with another couple of months in development to eradicate the bugs – it really doesn't feel like a finished game. Even if it were finished though, structural design would still be an issue – it just goes on and on. This is basically a scrolling beat-'em-up, and for some reason no developer has managed to release a decent title in the genre since the arrival of 3D graphics almost eight years

ago. This is mile away from the fun to be had with two-player retro classics such as *Final Fight* and *Streets Of Rage*.

But problems aside, it's easy to see how this could have been much better than it actually is. It's clear that much time has been spent perfecting the look of Lee himself, as the proportions of his body are almost identical to the real-life legend. The animation is equally authentic – right down to the shape of the hands and fingers. There's even the odd bit of innovation such as the ability to hit the fighters standing behind you using the Right Analogue Stick.

But all this hard work is wasted thanks to the abysmal gameplay and game design. The license does nothing to enhance this mediocre title – in fact, it further highlights its flaws. With so many possibilities and opportunities missed, we really can't recommend this to anyone other than the most ardent Bruce Lee fans. **KEITH**

IT'S EASY TO SEE HOW THIS COULD HAVE BEEN MUCH BETTER THAN IT ACTUALLY IS

## VERDICT

**BRUCE LEE: QUEST OF THE DRAGON**



**XBM RATINGS**

### SECOND OPINION

❑ You'd think the Bruce Lee license would be the perfect excuse to make the greatest scrolling beat-'em-up ever. The perfect character is there for the taking; wonderful films are there to be abused along with a moves list that defies logic. Sadly, this is a major missed opportunity as Bruce Lee ends up being nothing more than an average fighter. The problem comes from the fact that the developer had the license to the character but none of the films – so you end up with what feels like a very unfinished product. A great shame.

**NIKE**

### ALTERNATIVELY

**BUFFY THE VAMPIRE SLAYER**

EA  
 Buffy uses a license to great effect. Fun to play and accurate to the TV series.



### LOOKS

Lee himself looks pretty authentic and moves well, the rest of the game, however, is a different story.

### SOUNDS

While the music is fairly standard stuff, the voice samples are actually taken directly from Bruce Lee movies.

### GAMEPLAY

Slow, fumbling, messy... This is just about as far away as you can get from the speed and elegance of Bruce Lee.

### LONGTERM

If you can be bothered to play it for more than half an hour, you'll discover plenty of locations to fight in.

### Why we'd buy it

- Being Bruce Lee is pretty cool
- Plenty of moves
- Accurate character model and great animation

### Why we'd leave it

- Hombly messy gameplay
- Virtually no gameplay options
- Awful voice acting
- It just isn't any fun

## Overall

This is just such a waste of a license... I can't see how it could have been any better... I just don't see how it could have been any better...

**4**

OUT OF TEN



# DATABASE

### GENRE QUICK SEARCH!

ADVENTURE

FIGHTING

FIRST-PERSON SHOOTER

PARTY/PUZZLE

PLATFORMER

RACING

SHOOT-EM-UP

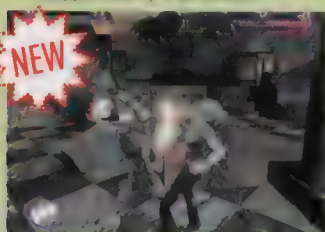
SPORTS

STRATEGY

### BEST ADVENTURE

## BUFFY THE VAMPIRE SLAYER

Fans of the series are not going to be disappointed by this release.



### BEST SHOOT-EM-UP

## MAX PAYNE

An engaging, rich story line coupled with some explosive action.



### BEST FIRST-PERSON SHOOTER

## HALO: COMBAT EVOLVED

The first time we played this game we knew it was destined to be a classic.



### BEST PLATFORMER

## JET SET RADIO FUTURE

JSR games are incredibly addictive to play and this is no exception.



WITH SO MANY GAMES ON THE SHELF XBM HELPS YOU TO SORT THE GOLD NUGGETS OF VIDEOGAME HAPPINESS FROM THE PILES OF MUNDANE SCRAP METAL.

GAME	PUBLISHER	ISSUE	SCORE	WE SAID
007 Agent Under Fire	EA	7	5	"Whether you're a Bond fan or not you should stick with <i>Halo</i> ."
2002 FIFA World Cup	EA	6	7	"A tidy enough package but has little to offer over the PS2 version."
All-Star Baseball 2003	Acclaim	7	6	"Slightly flawed but still fun for a niche market."
Amped: Freestyle Snowboarding	Microsoft	4	8	"Not just the best snowboarding game but a serious trendsetter."
Arctic Thunder	Midway	5	4	"Flashy looking arcade blast ruined by lack of gameplay."
Azurik: Rise Of Perathia	Microsoft	6	3	"A bland, unimaginative and pointless game with no redeeming features."
Batman Vengeance	Ubi Soft	5	6	A decent, although linear, outing for the Caped Crusader."
Blood Omen 2	Eidos	5	7	"Worth a play but certainly not a ground-breaking experience."
Blood Wake	Microsoft	4	4	"One of the poorer titles on the Xbox."
Buffy The Vampire Slayer	EA	9	9	"Bitten by the <i>Buffy</i> bug or not, Xbox owners should buy this."
Burnout	Acclaim	6	8	"Very short but oh so very sweet."
Cel Damage	EA Games	5	6	"There simply isn't enough to this to warrant a purchase."
Championship Manager	Eidos	4	9	"A totally absorbing, addictive, life-dominating game."
Circus Maximus	THQ	8	6	"A decent idea but this offers nothing new and is ultimately disappointing."
Commandos 2: Men Of Courage	Eidos	8	9	"Unbelievably hard-core and very addictive strategy game."
Crash	Rage	5	6	"Great arcade fun but it soon gets tiresome."
Crash Bandicoot: The Wrath Of Cortex	Universal	5	5	"Above average on the PS2 this doesn't offer new thrills on the Xbox."
Dark Summit	THQ	4	3	"To summit up - this is awful!"
Dave Mirra 2	Acclaim	5	8	"A quality extreme sports game gets the console it deserves."
David Beckham Soccer	Rage Software	7	5	"Simply put it's shockingly average."
Dead Or Alive 3	Microsoft	4	8	"Sits comfortably between <i>Tekken</i> and <i>Virtua Fighter</i> ."
Deadly Skies	Konami	6	4	"A rather dull offering that will have you wanting to bail out."
Enclave	Swing!	9	8	"An absolute joy to both play and watch."
ESPN International Winter Sports	Konami	6	4	"Cash-grabbing version of a game that nobody was asking for."
F1 2002	EA	5	7	"Not without its flaws but this is a game that deserves pole position."
Fuzion Frenzy	Microsoft	4	3	"Quantity doesn't always equal quality."
Gauntlet: Dark Legacy	Midway	7	2	"Avoid <i>Dark Legacy</i> at all costs. This is one of the laziest games on Xbox."
Genma Onimusha	Capcom	4	8	"Good but the Xbox really needs an original horror."
Gun Metal	Rage	7	8	"A fun game that is sure to please the no-brainer fans."
GunValkyrie	SEGA	6	7	"Warning this is for hard-core gamers only."
Halo: Combat Evolved	Microsoft	4	10	"Purchase of this game is obligatory - no questions asked!"
Hunter: The Reckoning	Virgin Interactive	8	5	"Far too shallow to allow for any long-term replay value."
ISS2	Konami	6	8	"The best football game on Xbox until <i>Pro Evolution</i> arrives."
Jet Set Radio Future	Infogrames	4	9	"The instant pick up and play appeal that is expected from SEGA."

## PERIPHERALS

### BEST STICK

GAMESTER  
£19.99

#### FEATURES

XBOX LICENSE:	Yes
RUMBLE INTENSITY:	None
MEMORY CARD SLOTS:	None
OTHER FEATURES:	
Two programmable buttons, Two switchable sticks	



☑ This arcade stick is one of the best quality products from GAMESTER. It's comfortable and accurate, and the eight buttons are perfectly placed for ease of use. Two programmable buttons are included for fighting game throw combinations and though these are relatively small, they're easy to use. The only slight problem here is that the Start and Back Buttons are a little small, but this is only a minor flaw. Great value for money.

### BEST THIRD-PARTY CONTROLLER

JOYTECH  
£19.99

#### FEATURES

XBOX LICENSE:	No
RUMBLE INTENSITY:	Strong
MEMORY CARD SLOTS:	2
OTHER FEATURES:	Green light flashes with rumble



☑ Although this may not feel quite as comfortable as the official pad, Joytech's Advanced Controller does in fact improve on Microsoft's efforts in some areas. For a start the face buttons are flatter, making them easier on the thumbs during those intense gaming moments. Also at £19.99 it's better value for money - especially if you're planning any four-player *Halo* sessions. This is a great little pad for the price. Well designed and constructed, you won't get a more robust pad for the money.

GAME	PUBLISHER	ISSUE	SCORE	WE SAID
Kabuki Warriors	Crave	4	2	"Incredibly boring and utterly pointless."
Knockout Kings 2002	EA	5	7	"A decent boxing sim but it does lack any real punch."
Legends Of Wrestling	Acclaim	8	3	"Someone put these wrinklies back before they keel over and die."
Mad Dash Racing	Eidos	4	4	"Average at best this really fails to thrill."
Max Payne	Take2	4	8	"Too easy but a great story and well worth getting."
Mike Tyson Heavyweight Boxing	Codemasters	8	3	"A dire boxing simulation that packs almost no punch."
Moto GP: Ultimate Racing Technology	THQ	8	8	"The best bike racing game we've seen in a long time."
MX 2002	THQ	7	7	"A decent motorbike sim that lacks any real imagination."
NBA Inside Drive	Microsoft	6	7	"A decent enough sports sim that lacks any sparkle."
NBA Live 2002	EA	4	6	"The most sophisticated basketball game to date. Apparently!"
NHL Hitz 20-02	Midway	4	8	"Obscenely violent and as cool as the ice you skate on!"
New Legends	THQ	7	6	"Average game that fails to offer any real thrills."
Nightcaster	Microsoft	5	6	"Good ideas swamped by bad execution leaves an average adventure."
Oddworld: Munch's Oddysee	Microsoft	4	8	"Unlike anything else. This is hilarious and fun to play."
Pirates: Legend Of Black Kat	EA	N/A	N/A	N/A*
Prisoner Of War	Codemasters	9	7	"A good idea that doesn't gel together quite well enough."
Project Gotham Racing	Microsoft	4	9	"Makes other racing games look like a clapped out Skoda."
RalliSport Challenge	Microsoft	4	8	"Can this be? A realistic racing game that's fun!"
RedCard Soccer	Midway	7	6	"A short-lived experience that will end up on your shelf after a week."
Silent Hill 2: Restless Dreams	Konami	5	7	"The scariest videogame ever! One to play alone with the lights out."
Simpsons Road Rage	EA	4	7	"A fun Simpsons game - for as long as it lasts."
Shrek	TDK Interactive	5	5	"Shrek looks good but it's all on the surface - disappointing."
Slam Tennis	Infogrames	9	6	"Flawed but still enjoyable tennis game."
Spider-Man	Activision	7	6	"Plenty of good ideas but feels unfinished."
SpyHunter	Midway	7	4	"A pointless release that makes the Xbox seem underpowered."
Star Wars: Jedi Starfighter	Activision	8	6	"Too basic and unexciting to be any more than a five-minute wonder."
Star Wars: Obi-Wan	Activision	5	6	"Same story but a different Star Wars game - dose but no cigar."
Star Wars: Starfighter	Activision	3	6	"An above average game with a great licence."
SSX Tricky	EA	7	7	"Fantastic PS2 snowboarding game that falls short on Xbox."
Test Drive: Overdrive	Atari	7	5	"Buy Gotham. Buy Burnout, Choose life."
Test Drive: Off Road Wide Open	Infogrames	5	6	"It may not be to everyone's taste but there's a lot to enjoy."
Tony Hawk's Pro Skater 2X	Activision	3	8	"Never to be released on these shores but no great shame."
Tony Hawk's Pro Skater 3	Activision	4	9	"Simply the greatest skating game ever made."
Tour De France	Konami	9	3	"A pointless and unimaginative game that makes housework seem appealing."
TransWorld Surf	Atari	4	6	"The waves look cool but doesn't inspire like it should."
UFC: Tapout	Ubi Soft	6	4	"Not bad but it's far too simple to hold any interest."
Wreckless	Activision	4	8	"Fantastic while it lasts but over far too quickly."

BEST RACING

# PROJECT GOTHAM RACING

It's been around for ages but Gotham still makes for the best racing on Xbox.



BEST BEAT-'EM-UP

# DEAD OR ALIVE 3

The only proper beat-'em-up at the moment but we're not complaining.



BEST STRATEGY

# COMMANDOS 2: MEN OF COURAGE

If you're looking for a challenge then this is the game you need to buy.



# CHAMPIONSHIP MANAGER 01/02

The World Cup may be over but football fever is still gripping us big time.



BEST WHEEL

FROM PRICE: THRUSTMASTER £44.99

# FERRARI WHEEL

**FEATURES**  
XBOX LICENSE: No  
RUMBLE INTENSITY: Average  
MEMORY CARD SLOTS: None  
OTHER FEATURES: Foot Pedals, Four Gear Shift Paddles, Table Clamp, Lap Frame



Although not the prettiest looking steering wheel on the market, THRUSTMASTER's Ferrari Wheel offers everything you could hope for in terms of control. The smooth analogue action of the wheel allows for pixel-perfect cornering and the pedals and buttons feel solid and well constructed. A clamp is included to keep the device still on a table, and it also comes with a lap frame that bolts on and keeps it steady on your lap. An authentic burnt rubber smell completes the package.

09 SCORE

GIVE IT A MISS!

FROM PRICE: GAMESTER £19.99

# XBOX CONTROLLER

**FEATURES**  
XBOX LICENSE: Yes  
RUMBLE INTENSITY: Subtle  
MEMORY CARD SLOTS: 2  
OTHER FEATURES: Power light



Oh dear! This controller just radiates cheapness. For a start the analogue sticks feel far too loose and have big enough gaps around them to allow all sorts of foreign objects to make their way into the pad. The shoulder buttons are creaky, the Black and White buttons are almost totally unusable because of their shape and size, and the Back and Start buttons are positioned so that you regularly catch them when you're playing a game. And all that's topped off with a tacky silver finish.

03 SCORE

PERIPHERALS

SOLUTION  
**AGGRESSIVE  
INLINE**

INFORMATION

**AGGRESSIVE INLINE**

PUBLISHER	ACCLAIM
DEVELOPER	Z-AXIS
GENRE	SPORTS
PRICE	£44.99
PLAYERS	1-2

WWW.CODEMASTERS.COM

TOTAL  
GAMES  
net

XBOX



MOVE OVER TONY HAWK,  
THERE'S A NEW KID ON  
THE BLOCK WITH A TON OF  
TRICKY CHALLENGES.  
LUCKILY FOR YOU'VE WE'VE  
GOT THE COMPLETE GUIDE  
FULLY MAPPED!

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## UNLOCK THESE DUDE!

**Challenges:**  
Complete all the normal challenges in a level in order to unlock its FMV sequence.

**Cheat Codes:**  
Collect all Juice Boxes on a level to reveal a cheat code.

**Power Slides:**  
Complete all challenges on every level.

**Win States:**

Complete all levels with 100 percent.

**Complete all challenges in a level to unlock its bonus character:**

Movie Lot - The Dude  
City Center - Daddio  
Industrial - Junkie  
Molewalk - Captain  
Cemetery - Diver  
Airfield - Bombardier  
Museum - Murray

## TRICK LIST

### Grabs

Abstract Grab	↑, ↓
Rocket Grab	↓, ↓
Method Grab	←, ↓
Stale Grab	→, ↓
L.K. Grab	←, ↓
T-Bone Grab	→, ↓
Look Back Judo Grab	↓, ↓
Parallel That Grab	↑, ↓

### Flips

Front Flip	↑, ↑, ↓
Back Flip	↓, ↓, ↓
Flatspin (CCW)	←, →, ↓
Flatspin (CW)	→, ←, ↓
Hot Flip	←, ↓, ↓
Misty Flip	→, ↓, ↓
McTwist	↑, ↓, ↓
Berani Flip	↑, ↓, ↓
Bio Flip	↓, ↑, ↓

### Combos

Abstract Front Flip	↑, ↑, ↑, ↓
Rocket Front Flip	↓, ↑, ↑, ↓
Method Front Flip	←, ↑, ↑, ↓
Stale Front Flip	→, ↑, ↑, ↓
Abstract Back Flip	↓, ↓, ↓, ↓
Rocket Back Flip	↓, ↓, ↓, ↓
Method Back Flip	←, ↓, ↓, ↓
Stale Back Flip	→, ↓, ↓, ↓
Abstract CCW Flatspin	↑, ←, →, ↓
Rocket CCW Flatspin	↓, ←, →, ↓
Method CCW Flatspin	←, ←, →, ↓
Stale CCW Flatspin	→, ←, →, ↓
Abstract CC Flatspin	↑, →, ←, ↓
Rocket CC Flatspin	↓, →, ←, ↓
Method CC Flatspin	↓, →, ↓, ↓
Stale CC Flatspin	→, →, ←, ↓
Abstract Hot Flip	↑, ←, ←, ↓
Rocket Hot Flip	↓, ←, ←, ↓
Method Hot Flip	←, ←, ←, ↓
Stale Hot Flip	→, ←, ←, ↓
Abstract Misty Flip	↓, →, →, ↓
Rocket Misty Flip	↓, →, →, ↓
Method Misty Flip	←, →, →, ↓
Stale Misty Flip	→, →, →, ↓
Abstract Berani Flip	↑, ↑, ↓, ↓

Rocket Berani Flip	↓, ↑, ↓, ↓
Method Berani Flip	←, ↑, ↓, ↓
Stale Berani Flip	→, ↑, ↓, ↓
Abstract McTwist	↑, ↑, ↓, ↓
Rocket McTwist	↓, ↑, ↓, ↓
Method McTwist	←, ↑, ↓, ↓
Stale McTwist	→, ↑, ↓, ↓
Abstract Bio Flip	↑, ↓, ↑, ↓
Rocket Bio Flip	↓, ↓, ↑, ↓
Method Bio Flip	←, ↓, ↑, ↓
Stale Bio Flip	→, ↓, ↑, ↓

### Manuals

Single Toe Manual	↓, ↑
Single Heel Manual	↑, ↓
Double Slide	←, ↓



### Grinds

Frontside	↓
Backside	↓
Royale	↓, ↓
Soul	↑, ↓
Miszou	→, ↓
Pornstar	←, ↓
Fastslide	←, ↓
Makio	←, ↓
Fishbrain	↓, ↓
Backslide	→, ↓
Torque Soul	←, ↑, ↓
Acid Soul	←, ↓, ↓
Wonder	→, ↑, ↓
Sweat Stance	→, ↓, ↓
Soyale	←, ←, ↓
X	←, →, ↓
Unity	→, ←, ↓
Mistral	→, →, ↓
Freestyle Fastslide	→, ←, ↓
Freestyle Backslide	→, →, ↓
Freestyle Fishbrain	→, ↓, ↓
Freestyle Makio	←, ←, ↓

### Specials (Full Juice meter Required)

Two 900	→, ↑, ←, ↓
Morales's Grind Combo	→, ↑, ↓, ↓
Telema's Grind Combo	→, ↓, ↓, ↓
Corkscrew 1260	←, ↑, →, ↓
Superman Late Flip	↑, →, ↓, ↓
Double Back Cross Grab	↓, ↓, →, ↓
Double Flatspin	←, →, →, ↓

## AWESOME CHEATS MAN!

All these codes are entered on the cheat screen.

**Unlock all levels and Park Editor Pieces:**

↑↑↑↓←→←→BABA

**Unlock all characters:**

↓→↓→↓→↓→↓→

**Unlock all Keys:**

SKELETON

Juice Meter never runs out:

KHUFU

**Juice Regeneration:**

←←←→←→↑↑↑↓AI

**Super Spin:**

←←←→→→→→←←←→

**Perfect Manuals:**

QUEZDONTSLEEP

**Perfect Handplants:**

JUSTIN BAILEY

**Perfect Grinds:**

BIGUPYASELF

**Low Gravity Wall Rides:**

↑↑↑↓←→←→ABABS



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Blood Witches  
Gun Halo  
Prisoner of War  
Project Gotham Racing  
J-Bond: Agent Und.Fire  
Spiderman The Movie  
Dead or Alive 2  
Elder Sc. III: Morrowind  
Max Payne  
PS2: The Winter Search  
Munchkin's Old

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PERSONS AGED UNDER 18 MAY CALL THIS NUMBER

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YOU'LL FIND THE  
JUMP POWER-UP AT  
THE END OF ONE OF  
THE TRAFFIC LIGHTS

## 1

It shouldn't take you too long to reach this score but if you want to get it quickly jump and Grind the curb along the length of the road. The more you jump the higher your multiplier will go. When it gets to a decent amount do a trick to get a shed load of points.

## 2

As for getting 1000,000 points, jump and Grind along the curb outside in order to get your multiplier up. Get the score up to 2,000 and the multiplier up to 10,000 and hey presto! 20,000 points!

## 4

Wait for a bus to come down the road then press **B** to grab the back of it.

## 6

Go down the road leading to the movie studio and use the ramp at the end to get up to the rail above. Grind it all the way round the guardhouse to complete this challenge.

## 8

movie lot to... quarter pipes. ... on the ground le... transfer to the u...

## 9

Go to the graveyard outside the haunted house and transfer between two quarter pipes over a Mausoleum.

# START



**challenge**

**11**

**Front Flip Transfer Photo (1pt)**  
Go straight ahead when you find enter the movie house to find the photographs. Get up some sort of jump to enter the house with the flowers. Enter at an angle and transfer to the other side. Front Flip at 100.00.

"Hey Dudes check this one out on the map!"

**challenge**

**13**

**60,000 Point Timed Run (2pts)**  
Go to the gravestone in the movie lot and a ghost will give you one minute to get 60,000 points. Use the same quarter pipes near the entrance again and link your tricks. Completing this challenge will cause the tree to grow and wrap a branch around a cable above it.

"Hey Dudes check this one out on the map!"

**SPECIAL TRICK**

**FIND IT IN THE ROOM AT THE BACK OF THE HAUNTED HOUSE. USE WALL RIDES TO GET UP TO THE SMALL ROOM NEAR THE TOP AND JUMP INSIDE.**

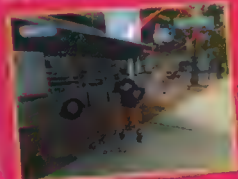


**challenge**

**12**

**40,000 Point Timed Run (1pt)**  
Talk to the guy in the movie lot and then go to the movie lot. Use the quarter pipes and the wall ride to get to the top of the movie lot. Use the quarter pipes and the wall ride to get to the top of the movie lot. Use the quarter pipes and the wall ride to get to the top of the movie lot.

"Hey Dudes check this one out on the map!"



**challenge**

**14**

**Grind the Boulder Chains (3pts)**  
Once you've completed the Grind Cliff Edge challenge the boulder will start to fall forward but be held back by two chains. Use the bowl behind it to reach one of the chains and Grind it. This will cause the chains to break, sending the boulder rolling across the level smashing the bridge as it goes.

"Hey Dudes check this one out on the map!"

**challenge**

**15**

**15. Get 500,000 Points (1pt)**  
You can either concentrate on reaching this target by continuously doing tricks or you can let your score build up while doing the other challenges.

**challenge**

**16**

**Get 1,000,000 Points (1 pt)**  
As with getting 500,000 points you can concentrate on getting this score or you can let it build up gradually.

**challenge**

**18**

**Grind Cable Above Tree (2pts)**  
After you've completed the 60,000 Point Timed Run you'll be able to do this hidden challenge. Go up to the walkway above the movie lot and Grind the rail to the right. Follow it round then transfer to the rail on the right that has the branch wrapped round it. Grinding this rail will complete the challenge.

"Hey Dudes check this one out on the map!"

**challenge**

**19**

**5,000,000 Accumulated Points (1pt)**  
This is quite a large amount of points to get. This is quite a large amount of points to get. This is quite a large amount of points to get. This is quite a large amount of points to get.

**challenge**

**20**

**Wall Ride Chalk Board (1pt)**  
Vault from the balcony towards the chalkboard and wall ride it. Make sure you don't get too close to the board or you won't be able to wall ride it.

"Hey Dudes check this one out on the map!"

**challenge**

**17**

**17. Grind the Third Traffic Light (2 pts)**  
Grind down the handrail on the right at the start then jump to the rail above and Grind that. Jump off at the end and Grind the traffic light to complete the challenge. You'll also find the Jump Level Icon at the end of this traffic light.

"Hey Dudes check this one out on the map!"

**challenge**

**24**

**Get via a Small Switches (2pts)**  
Switch 1 - This is under the balcony, just jump up and Grind it.  
Switch 2 - This is at the end of the hallway, reach it just transfer between the two quarter pipes, Grinding the switch on the way.  
Switch 3 - Vault off the balcony towards the chalkboard but ride the wall opposite instead. Jump to the green pipe and Grind that, then jump towards the switch before the bend in the pipe and Grind it.  
Switch 4 - Vault from the centre of the balcony to the green pipe running parallel and Grind it left. Jump off to the switch and Grind it.

"Hey Dudes check this one out on the map!"

**challenge**

**25**

**Grind the Large Switch (3pts)**  
Vault to the green pipe that's at an angle to the balcony (having a full juice meter will help with this). Grind it to the chalkboard and Grind the top of that. Jump to the pipe on the left and Grind it, then jump to the right before the end and Grind the switch.

"Hey Dudes check this one out on the map!"

**challenge**

**22**

**Get the Miniature Backroom Key (1pt)**  
Vault from the balcony to the hallway to the right and Grind the wall. Jump to the right and Grind the wall. Jump to the right and Grind the wall. Jump to the right and Grind the wall.

"Hey Dudes check this one out on the map!"

**challenge**

**23**

**23. 600,000 Point Timed Run (1pt)**  
Talk to the head in the jar in the corner of the horror room and you'll have one minute to reach the target. If the bowl in this room has been emptied then get inside and link your tricks. If it's not empty then quickly make your way to the quarter pipes and do your stuff.

"Hey Dudes check this one out on the map!"

**challenge**

**21**

**21. 100,000 Point Trick, 3 Wall Rides (2pts)**  
The best place to attempt this is behind the haunted house. Do wall rides all the way along jumping from side to side, and then land it in a Grind on the rail above. Keep Grinding for as long as you can and transfer to other rails going as far as you can.

"Hey Dudes check this one out on the map!"

## POWER-UP

FIND THE SPEED POWER-UP ON THE BALCONY BEHIND THE JUSTICE STATUE

# CIVIC CENTRE

### challenge

**1** Get 250,000 Points (1pt)  
Use the skate park to rack up some big points by linking your tricks with Cess Slides and Manuals.

### challenge

**2** 30,000 Point Trick (2pt)  
Talk to the judge on the bridge outside the courthouse and he'll give you two minutes to get 30,000 points. Use the skate park to link as many tricks as you can.

### challenge

**4** Grind the Fair Light Wire (2pts)  
Talk to the judge on the bridge outside the courthouse and he'll give you two minutes to get 75,000 points. Use the skate park to link as many tricks as you can.

### challenge

**3** Skate Park Pipe Transfers (2pts)  
Use the skate park to rack up some big points by linking your tricks with Cess Slides and Manuals.

### challenge

**7** 115,000 Point Timed Run (2pts)  
Talk to the judge again to get this challenge then head down to the skate park to rack up the points.

### challenge

**8** Grind Transfer Look Back Judo Photo (2pts)  
Find the photographer on the bridge and he'll give you this challenge. Grind the tramline then when you reach the bridge jump over to the tramlines on the other side doing a Look Back Judo Grab as you go.

### challenge

**5** Get into the Bowl held by Guy (2pts)  
Either side of the statue there is a small ramp on the ledge. Use this to jump to the light wire above and Grind it into the bowl.

### challenge

**6** 75,000 Point Timed Run (1pt)  
Talk to the judge on the bridge outside the courthouse and he'll give you two minutes to get 75,000 points. Use the skate park to link as many tricks as you can.

### challenge

**10** Transfer from Wing to Sword (1pt)  
Talk to the actor again then Grind one of the wings of the statue and transfer to the sword and Grind that.

### challenge

**12** Grind the 3 Wires to the Big Ball (2pts)  
The first wire is the easiest to reach, simply Grind up the arm of the statue holding the large bowl and jump to the wire. Grinding it all the way to the ball. The other two are trickier to reach but use the same method. Go over to the building with the clock and use the ramp in the corner to get up to the ledge above. Head towards the clock being careful not to fall off then jump up to raised section and turn around. Go along the ledge then Grind the wire attached to the corner all the way to the ball. Use the same method on both sides to reach the wires. Once this challenge is completed the ball will drop down, roll over a bus and smash through the wall into the station.

### challenge

**11** Handplant the Gargoyle Heads (1pt)  
Talk to the bald drunk guy outside the station entrance to receive this challenge. Above him you'll see two gargoyles so use the quarter pipes to get up and Handplant their heads.

### challenge

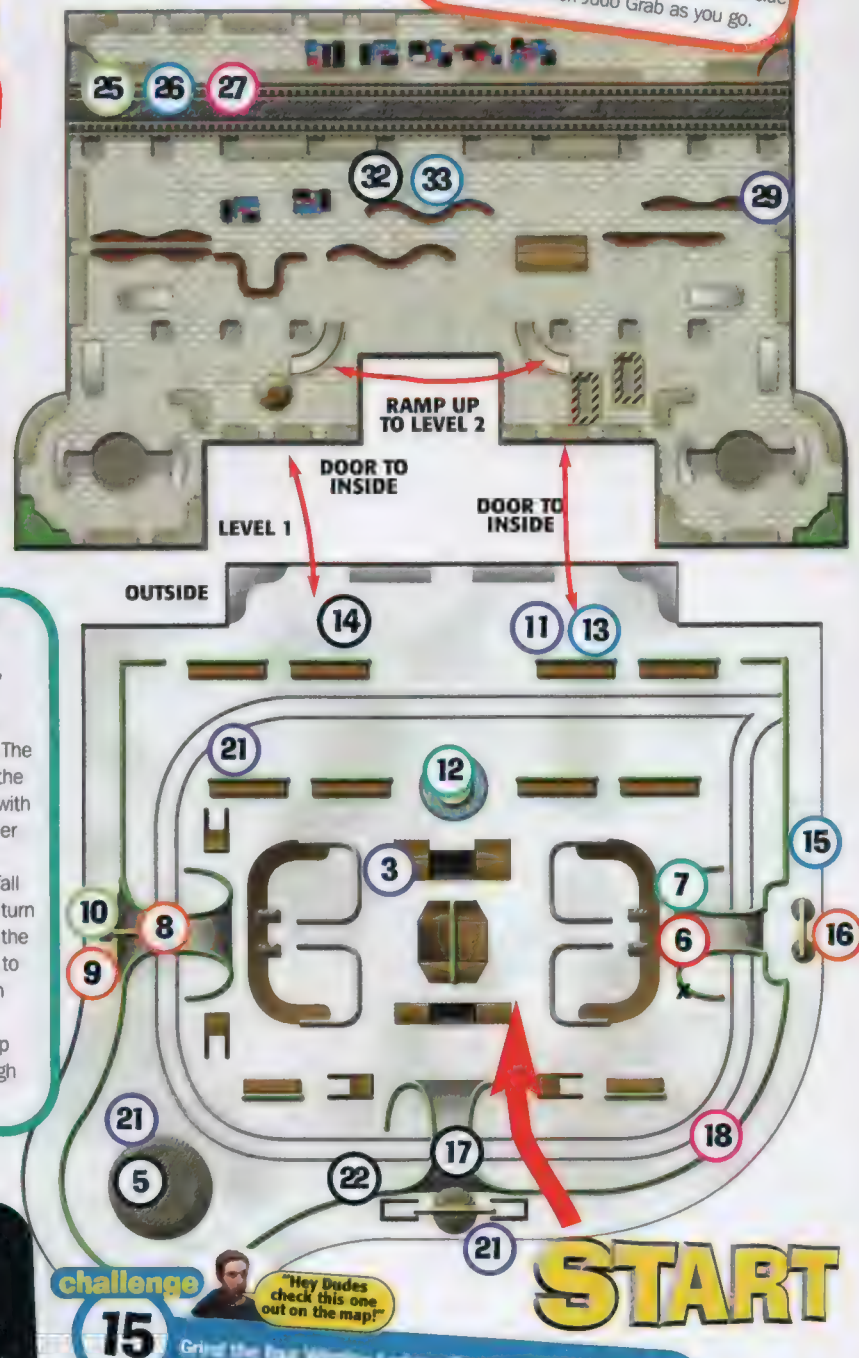
**13** Grind the Hands of the Clock (3pts)  
Talk to the bald drunk guy near the wrecked bus to get this challenge. Use the method to get up to the clock as for the previous challenge. Once up there, keep on the left side of it and use the left hand to Grind the clock. Grind this ramp, swing on the hand above then Grind the clock hands. This will take you a while but it is possible.

### challenge

**14** 40,000 Points in Bus Pipes (1pt)  
Talk to the Conductor standing by the wrecked bus and he'll give you this challenge. You only have 30 seconds so it's best to start with a full Juice meter. Do some big tricks in the bus half pipe and link them with Cess Slides and Manuals.

### challenge

**15** Grind the four Window Ledges (2pts)  
Talk to the judge outside the courthouse. Above you'll see four statues holding books, use the ramps at the bottom to jump up and Grind the ledges between them.



## START

**challenge 16** Grind the Justice Beam (2pts)  
Get up onto the balcony of the courthouse via one of the statue's bowls. Talk to Judge. Grind the rail of the balcony then transfer to the beam and Grind that.

**challenge 17** Wall Ride the Broken Statue (1pt)  
Find the radio on one of the bridges to get this challenge. Wall Ride the broken statue on this bridge to complete it.

**challenge 18** Grind the Fireworks Rail (3pts)  
Do a 180 turn near the first set of stairs and grind the rail off the back as you go to the lower down. Use this pipe to get up to the second story, then back down and jump off the back of the rail to complete the challenge.

**challenge 19** Get 600,000 Points (1pt)  
Doing the timed challenges should help you reach this target in no time.

**challenge 20** Get 1,000,000 Points (1pt)  
Use the same strategy as challenge 19 to reach this high score by linking your!

**challenge 21** Fetch the three Parrots to the Chef (3pts)  
Talk to the chef where the fireworks are and he'll give you this challenge.  
**Parrot 1** - The first parrot is on the balcony near the collapsed tunnel.  
**Parrot 2** - The second one is on the top of one of the statues near the bowl guy. Grind the wire from the bowl to the parrot.  
**Parrot 3** - The last parrot is on the ledge behind the bowl statue. Use the quarter pipe to get up and reach the parrot. Go back to the chef and press **E** to give them to him.

**challenge 22** Returned Skates (1pt)  
Find the little girl near the bridge and Grind the traffic light above to get her skates and complete this hidden challenge.

**challenge 23** Grind on the Train (1pt)  
Jump up and Grind on one of the trains as it passes. This isn't as difficult as it sounds but we suggest you don't try it for real.

**SPECIAL TRICK**  
GO IN THROUGH THE DOOR NEXT TO THE CLOCK AND LOOK DOWN INTO THE ROOM BELOW TO SEE THE SPECIAL TRICK.

**challenge 24** 100,000 Point Run (1pt)  
The clock tower is the best place to do this. Grind the rail from the top of the clock tower down to the bottom and back up to the top. This is a long Grind with lots of turns so keep an eye on your balance.

**challenge 25** Jump over both Trains (1pt)  
Get a full juice meter then use one of the ramps to jump over the trains as they pass.

**challenge 26** Grind Transfer between two Trains (1pt)  
All the 100,000 point jumps are on the rail from the clock tower down to the bottom and back up to the top. This is a long Grind with lots of turns so keep an eye on your balance.

**challenge 27** Grind the Rail from Third to First Floor (1pt)  
Go up to the 3rd floor and Grind the handrail all the way down to the bottom. This is a long Grind with lots of turns so keep an eye on your balance.

**challenge 28** 5 Benches in One Trick (2pts)  
Grind the rail of the benches from the first bench to the last bench in one trick. It's a long Grind so keep an eye on your balance.

**challenge 29** Grind an Awning (2pts)  
Get up to the central walkway using the quarter pipes and Grind the rail that goes in the direction of the coffee shop. Jump to the awning above the coffee shop and Grind it to complete the challenge.

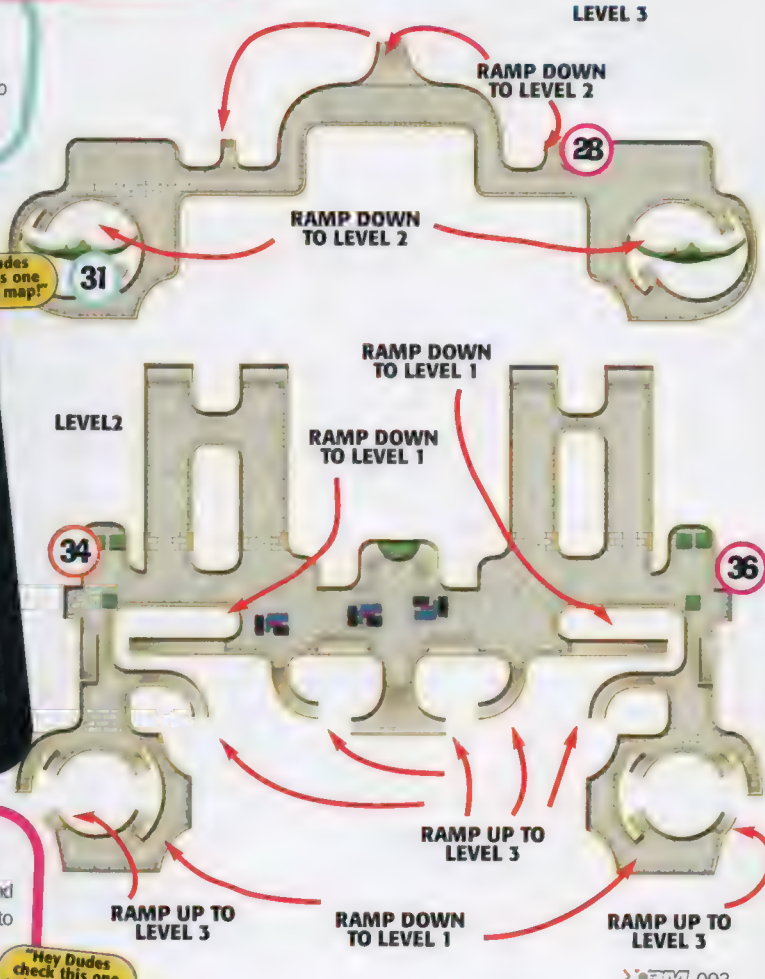
**challenge 30** Grind, Swing, Grind Torch Statue (2pts)  
Go to one of the statues inside the station and head to the very top. Grind down the rail then swing round the bar and Grind down another rail.

**challenge 31** 600,000 Point Timed Run (1pt)  
Talk to the actor near the train tracks and he'll give you one minute 30 seconds to reach the target. The best place to do this is in the room into which the big ball smashed. Do the usual linked tricks and, once again, starting this with a full Juice meter helps.

**challenge 32** 850,000 Points Timed Run (2pt)  
Talk to the actor by the train tracks again and he'll give you another one minute 30 seconds to reach this higher target. Go to the same room again and do some big tricks.

**challenge 33** Find the Airfield Key (1pt)  
The Airfield Key is in a room at the very top of the station. Go to the second floor and use the quarter pipes in the centre to get to the walkway above. Grind the rail that goes over the train tracks and smash through the wall to find the Key.

**challenge 34** Welfare State (1pt)  
Find the guy shouting at the ATM in the station and Grind the ledge above it to complete a hidden challenge.



# INDUSTRIAL

## challenge

**1**

**Get 400,000 Points (1pt)**

As usual you can just let this accumulate or do some big linked tricks to get to it quicker... it's your choice.

## challenge

**2**

**45,000 FT Trick with Three Vials (2pts)**

This is best done in the basement under the workshop. Get Vials from the two related machines, making sure you land with momentum. Use the quarter pipe to get to the end and get your momentum up and keep grinding until your points are accumulated.

## challenge

**3**

**Grind four Robot Arms (2pts)**

In the main factory area you'll see a row of six robot arms moving around. Use the quarter pipe to get to the walkway above then Grind four of the arms.

## challenge

**4**

**10 Grinds in a Single Trick (3pt)**

The correct place to do this is in the area that has a... Grind the High Rail... Grind round the area... The type of Grind is what matters... Grind the rail...



## challenge

**5**

**100,000 Point Timed Run (1pt)**

Go to the clocking-in machine near the carwash to be given this challenge. You have one minute to accumulate the score so go up the ramp and perform some linked tricks in the bowl at the top.

## challenge

**6**

**Grind the High Rail (1pt)**

In the main factory area... Grind it left. Jump to the rail below to the left and Grind it all the way to the top to complete the challenge. Bear in mind you must have a decent amount of speed to Grind up so it's wise to have a full Juice meter.

## challenge

**7**

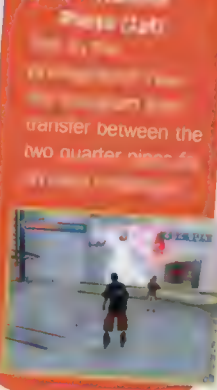
**Flip the Switch (2pts)**

Talk to the guy wearing a hard hat in the far corner to get this challenge. Go up the steep ramp again and use the quarter pipe to reach the rail above. Grind it right then jump to and Grind right the rail ahead (you'll find the Grind Level power-up on this rail). At the end of the rail jump and Grind the ledge to flip the switch.

## challenge

**8**

**Transfer (2pts)**



## SPECIAL TRICK

**START**

ONCE THE BOWL HAS BEEN OPENED TRANSFER TO THE LEVEL ABOVE - FROM HERE JUMP UP TO THE WALKWAY ABOVE TO FIND THE SPECIAL TRICK



## challenge

**9**

**Get 750,000 Points (3pt)**

Grind a rail in the... you'll find the... to add you'll have... to reach it.

## challenge

**10**

**Get 2,000,000 Points (5 pt)**

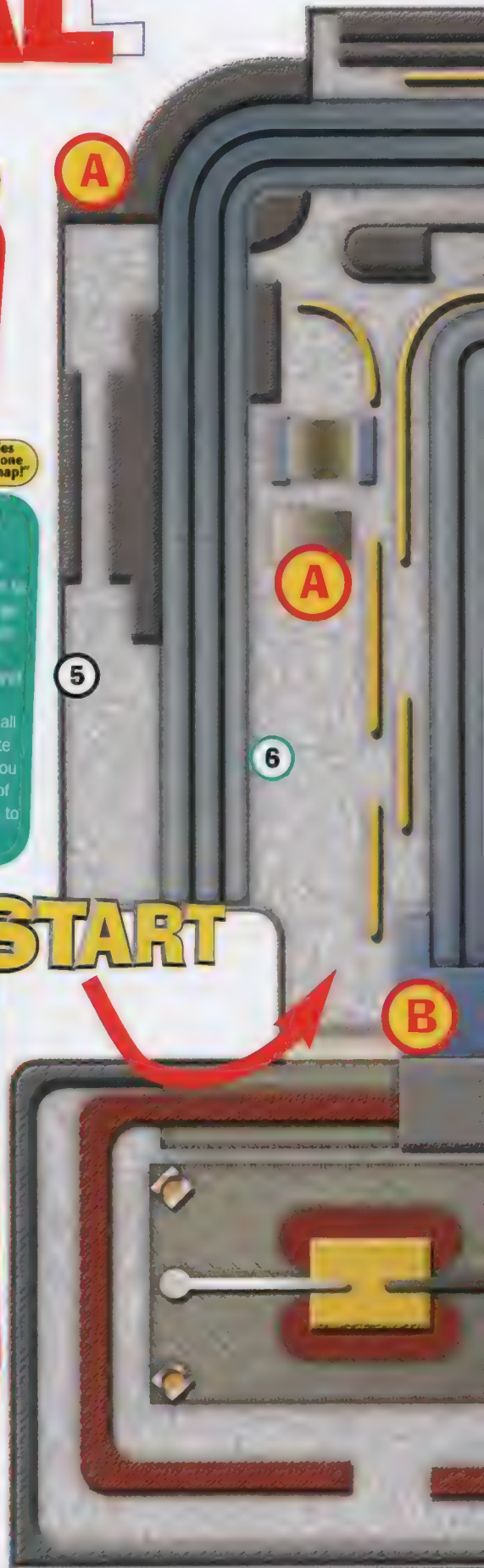
This score will require a lot of work but if you're... eventually re...

## challenge

**11**

**Grind last two Robot Arms (2pts)**

Grind which... you didn't the... complete this challenge.





12

**Clear the Jukyard (1pt)**  
Go to the control panel under the walkway to start challenge. You have three minutes to move the pipes and rails into position using the crane so you can load the train. You need at least 50,000 points. You can move the pipes and rails by clicking on them. The goal is to look for the pipes and rails that are not in the right place and move anything that might be in the way. A clock will tell you the time left. Do this quickly!

13

By now there should be plenty of bows available for you to do tricks in. Go to one of them and link as many tricks as you can to reach this score.

YOU SHOULD FIND  
THE GRIND POWER-  
UP ON YOUR WAY TO  
THE SWITCH IN THE  
FLIP THE SWITCH  
CHALLENGE

14

While trying to get the four million point target you'll probably perform a trick worth this amount. If you're having trouble linking your tricks then keep practising, as it's the only way to get the big scores. Hopefully you've got a couple of the Special Tricks by now so get your Juice meter up and link some specials.

15

18

**18 500,000 Point Timed Run**  
Talk to the dog next to the pile of crushed cars and you'll have one minute to get the required score. You need to link as many special tricks as possible so make sure your juice meter is full and use the quarter pipes nearby to do tricks between. It's worth keeping in mind that if you're in the middle of a trick when the time is up then whatever score you end up with when the time runs out will be added to the total.

16

17

(2pts)  
Talk to the guy near  
the monster truck to  
get this challenge.  
then Grind the rail  
with the sign on to  
reach the rail at the  
other end. Grind it  
then jump to the  
vent above the  
monster truck and  
Grind that

19

20

The first step in the  
 process is to identify  
 the problem. This is  
 often done by the  
 customer service team.  
 They will ask the  
 customer what the  
 problem is and then  
 try to solve it. If the  
 problem is not solved,  
 the customer will be  
 asked to provide more  
 information. This may  
 include a description of  
 the problem, a list of  
 steps that have been  
 taken, and a list of  
 people who have been  
 involved. The customer  
 service team will then  
 try to solve the problem  
 based on this information.  
 If the problem is still not  
 solved, the customer will  
 be asked to provide more  
 information. This may  
 include a description of  
 the problem, a list of  
 steps that have been  
 taken, and a list of  
 people who have been  
 involved. The customer  
 service team will then  
 try to solve the problem  
 based on this information.



# BOARDWALK

## challenge

**1** Get 888,888 Points (1pt)  
There are lots of quarter pipes around the level that you can do some big tricks on to reach this score.

## challenge

**2** Pier Entrance Gap (1pt)  
Jump from one quarter pipe to the other over the pier entrance to complete this simple challenge.

## challenge

**3** Edge of the Gold (1pt)  
Go to the end of the pier and jump over the edge of the pier and land on the gold at the end.

## challenge

**4** 70,000 Point Trick (1pt)  
Go into the area with the Boardwalk Skull and Crossbones sign above it and link some big tricks.

## challenge

**5** Boardwalk Pier's Wheel (1pt)  
Go to the pier's wheel and jump over the top of the wheel and land on the other side to complete this challenge.

## challenge

**6** Get 1,000,000 Points (1pt)  
As usual you'll get closer to this score the more challenges you complete, but if you can't wait to get it then get your Juice meter up and link some special tricks.

## challenge

**7** Get 2,500,000 Points (1pt)  
This score will take a while longer to reach but keep at it and you'll eventually get there.

## challenge

**8** Pier Entrance Gap (1pt)  
Jump from one quarter pipe to the other over the pier entrance to complete this simple challenge.

## challenge

**9** Five Passes Just Jaws of Defeat (2pts)  
This is the hardest challenge to get this challenge. Get into the water under the shark ride and jump up at the shark and hit it with the shark's jaw. You must start again.

## challenge

**11** Grind eight Octopus Arms (3pts)  
Grind whichever four octopus arms you didn't Grind the first time round.

## challenge

**10** Grind four Octopus Arms (2pts)  
Go under the Octopus ride and talk to the guy to get this challenge. Use the sides of the bowl to reach the rail above. Grind it then jump to the arms and Grind four of them.

## challenge

**12** Find the Photo (1pt)  
Go to the top of the building and look for the photo of the photographer. You must start again.

## challenge

**13** Break the Vase (1pt)  
Go to the vase on the boardwalk and break it with the roller coaster.

## challenge

**14** Hangout Photo (1pt)  
Talk to the photographer on the pier and get the photo of the hangout.

## challenge

**15** Method Grab Photo (2pts)  
Talk to the photographer on the top of the building and jump over the gap in the roof doing a Me grab to complete the challenge.

## challenge

**16** Grind the Mime (1pt)  
Grind the Mime that's between the Octopus and Shark rides to complete this hidden challenge.

## challenge

**17** Get 2,000,000 Points (1pt)  
This score will take a while longer to reach but keep at it and you'll eventually get there.

## challenge

**18** 6,000,000 Accumulated Points (1pt)  
By this time you should be pretty good at linking tricks so go to one of the bowls and get this score.

## challenge

**19** 50,000 Point Trick (2pts)  
This trick must include a wall ride, a vault and a horizontal pole. Go to the roof next to the roller coaster where the photographer was. Turn round to face the horizontal pole above the roller coaster and vault over the wall to it and swing round. Grind up and down the tracks jumping as you go to get your multiplier up then ride the wall of the building on the way up to complete the challenge.



## SPECIAL TRICK

THE SPECIAL TRICK CAN BE FOUND BEHIND THE WALL THAT THE CANNON BLASTS A HOLE IN.



challenge "Hey Dudes check this one out on the map!"

## 26 650,000 Point Timed Run

Talk to the clown at the roller coaster station to get this challenge in which you'll have 90 seconds to reach the score. Use the nearby quarter pipes to link some special tricks and you should reach this score easily.

## challenge

**20 Skitch the Coaster (1pt)**  
Just grab the back of the roller coaster as it goes past to complete this hidden challenge.

## challenge

**23 Shoot 3 Times around the Boulder (1pt)**  
Get to the boulder, shoot the cannon and land on the top of it. Do this three times to get the challenge. The boulder is in the middle of the map.

## challenge

**27 Grind the Rope above the Cannons (2pts)**  
Talk to the peg leg guy on the ship near the waterfall to get this challenge. On the side of this ship is a rope that is just above the gap in the middle and the cannons will fire. This will blast a hole in the opposite wall, lowering the water level.

## challenge

**21 Lighthouse Rat Order Transfer (2pts)**  
Get out to the lighthouse. Grind the rope that leads to the lighthouse and Grind it all the way down.

## challenge

**24 Grind Transfer the Roller Coaster (2pts)**  
Grind the roller coaster tracks towards the gap left by the boulder. Jump the gap then Grind the tracks where you land.

## challenge

**22 Grind through the Gold Tooth (2pts)**  
Above the long rope bridge you'll see a large skull with a gold tooth. Grind the rope towards it then jump to the pole and Grind that through the tooth. Completing this challenge will cause parts of the bridge to collapse.

## challenge

**25 Grind the Brown Bridge (1pt)**  
The Grind track is on the side of the map. Grind the track towards the gap in the middle and the cannons will fire. This will blast a hole in the opposite wall, lowering the water level.

## challenge

**28 Grind the Mast (2pts)**  
Talk to the Captain on the ship next to the tree to get this challenge. Use the bowl at the front of the ship to reach the rope above. Grind it to the mast then Grind that.

## challenge

**29 Perfect Fly Photo Op (1pt)**  
Talk to the photographer on the ship next to the tree to get this challenge. Grind the rope above the gap in the middle and the cannons will fire. This will blast a hole in the opposite wall, lowering the water level.

# START

## challenge

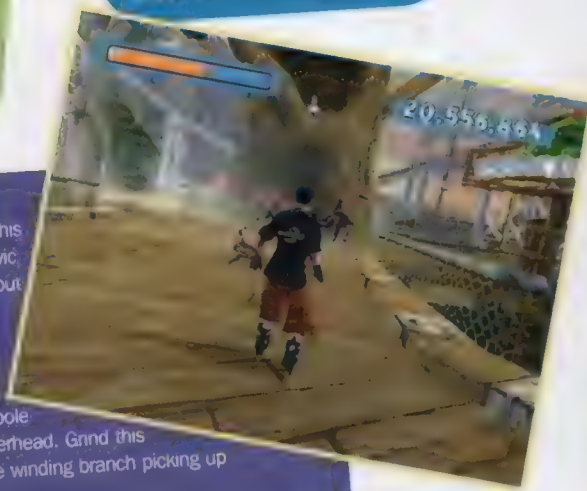
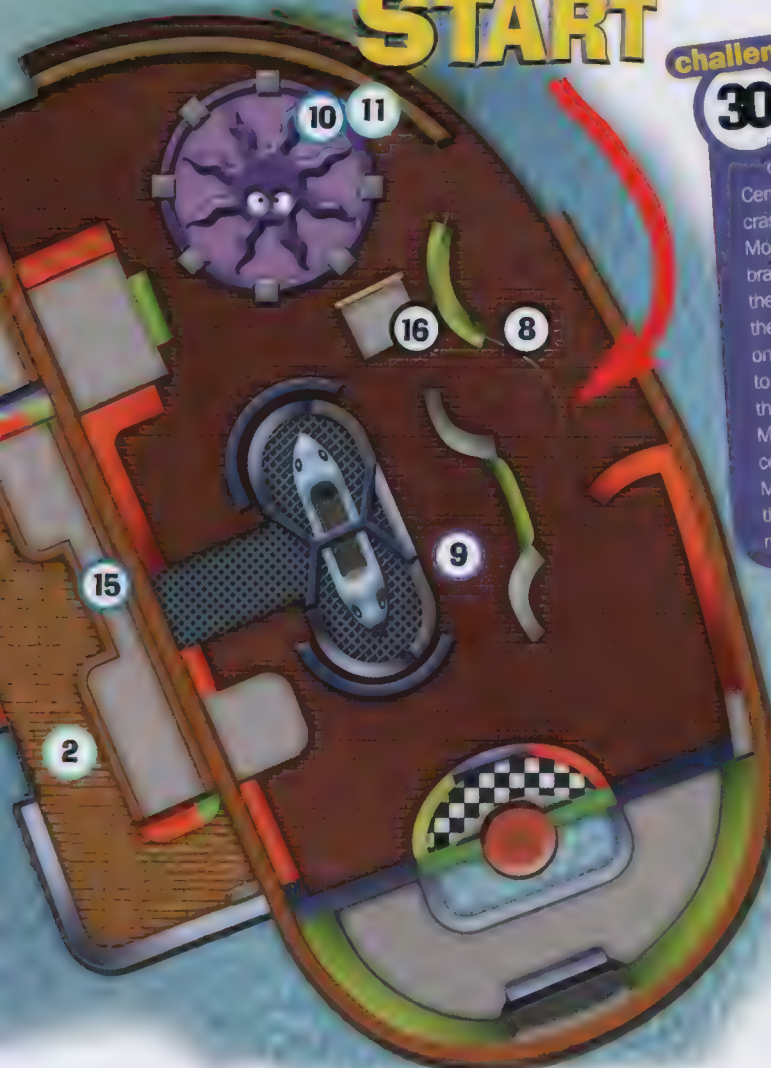
**30 Get the Monkeys (3pts)**  
Find the chef inside the tree to get this challenge. As with the parrots on the Civic Centre level you must collect them all without crashing then take them to the chef.  
Monkey 1 - The first simian is on the branch of the tree that winds round from the top to the bottom. Get to the top of the tree by swinging round the horizontal pole on the roller coaster to get to the rope overhead. Grind this to the top of the tree then Grind down the winding branch picking up the monkey on the way.  
Monkey 2 - The second monkey is to be found on the upper level of the roller coaster station.  
Monkey 3 - The final monkey is on the mast at the front of the ship next to the roller coaster station. Get some speed up and Grind the mast to reach it.

## challenge

**31 Find the Movie Cat Key (2pts)**  
Go to the top of the tree and find the cat key. Grind the rope that leads to the top of the tree then Grind down the winding branch picking up the monkey on the way.

## POWER-UP

YOU'LL FIND THE MANUAL POWER-UP AT THE TOP OF THE SHARK RIDE. JUMP DOWN FROM THE ROLLER COASTER AND GRIND TO PICK IT UP.





# CANNERY



## challenge

**1**

**Get 750,000 Points (1pt)**

There are plenty of ramps and rails on the level where you can get fully scored pretty easily.

## challenge

**2**

**90,000 Point Trick (1pt)**

By making a wheelie this one should be easy to get. A constant wheelie.

## challenge

**3**

**Grind Transfer the Pier Ropes (1pt)**

Grind the length of the ropes on the pier to the left of the boat, making sure to jump the gaps.

"Hey Dudes check this one out on the map!"

## challenge

**4**

**Grind transfer to the Four Rails (1pt)**

Go to the pier to the right of the boat and Grind transfer the four rails in one trick.

"Hey Dudes check this one out on the map!"

## challenge

**5**

**Break the three Lights (2pts)**

Go to the walkway above the pier then transfer to the one above. Grind the length of the rope that's attached to the corner and on the way you'll break the three lights.

"Hey Dudes check this one out on the map!"

## challenge

**6**

**Grind transfer the Lifeboat Rails (1pt)**

Use the wooden pallets to jump up then wall ride and Grind the lifeboat rails.

## challenge

**7**

**Grind transfer the Pipes (1pt)**

Talk to guy next to propane tank to get this challenge. Use the quarter pipe to reach one of the pipes. Grind it then transfer to the other.

"Hey Dudes check this one out on the map!"

## challenge

**8**

**Grind transfer the Pipes (1pt)**

Talk to guy next to propane tank to get this challenge. Use the quarter pipe to reach one of the pipes. Grind it then transfer to the other.



## challenge

**9**

**Grind Transfer the Pier Ropes (1pt)**

Grind the length of the ropes on the pier to the left of the boat making sure to jump the gaps.

"Hey Dudes check this one out on the map!"

## challenge

**10**

**Grind the Harpoon (2pts)**

Talk to the Captain on the small boat and get the challenge. Use the horizontal poles to get to the top of the boat then Grind the harpoon.

"Hey Dudes check this one out on the map!"

## challenge

**11**

**200,000 Point Timed Run (2pts)**

Talk to the Captain on the pier and he'll give you one minute to get the points. Enter processing plant and use quarter pipes to link some tracks.

"Hey Dudes check this one out on the map!"

## challenge

**12**

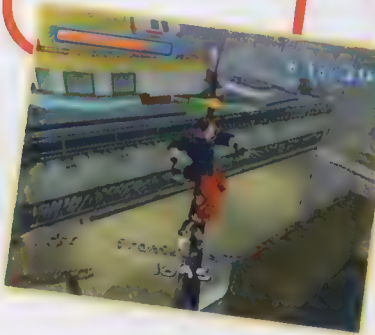
**Grind all of the Harpoon Line (3pts)**

Talk to the Captain on the small boat again after completing the 'Grind the Harpoon' challenge, then go up to the harpoon and Grind the cable.

"Hey Dudes check this one out on the map!"

## POWER-UP

YOU'LL FIND THE FAKIE POWER-UP ON THE RAIL ABOVE THE VAT OF FISH. GET SOME SPEED AND GRIND UP TO IT.



**START**

challenge

14

Get 3,000,000 Points (1pt)

As with the previous challenge, use the various quarter pipes to link some special tricks.

challenge

15

Construct and score 50,000 Points (3pts)

Go into the cold storage room to find this challenge. You have three minutes to create a skate park and get 50,000 points on it. However, all the pieces that you place are made of ice and disintegrate after you've touched them. The best way to do this challenge is to forget about creating a skate park and head outside. Use the quarter pipes outside to link your tricks with Cess Slides and Manuals.

"Hey Dudes check this one out on the map!"

challenge

16

Find the Industrial Junk Yard Key (2pts)

You'll find this key up on the high conveyor belt outside. Grind it by grinding the pipe of your truck to reach the belt and the high fence to the left of the wheel.



challenge

17

Return of the Peg Leg (1pt)

Outside you'll see a guy with one leg hopping around next to a shark. Grind the rail above the shark to return the peg leg and complete this hidden challenge.



challenge

18

Get 5,000,000 Points (1pt)

If you can manage the lower scores then this should be no problem for you.

challenge

19

200,000 Point Trick (3pts)

This is quite a large trick but link some special tricks with Cess Slides and Manuals and you should be able to manage it.

challenge

20

Grind the Swordfish (1pt)

Use the quarter pipe where the fish are hanging to reach the pipe. Grind it round to the Swordfish then jump to and Grind that.

challenge

21

Grind the Control Panel (2pts)

Use the quarter pipe where the fish are hanging to reach the pipe above then Grind it and jump to the control panel and Grind that.

challenge

22

750,000 Point Timed Run (3pts)

Talk to guy to the left of the choppers, he'll give you one minute to get the points. Use the half pipe where the fish are hanging down to link some big tricks.

challenge

23

Grind Under the Choppers (1pt)

Grind the conveyor belt under the choppers without getting 'chopped' to complete this challenge.

"Hey Dudes check this one out on the map!"



SPECIAL TRICK

THE SPECIAL TRICK IS AT THE END OF THE CONVEYOR BELT PAST THE CHOPPERS. IT'S QUITE STEEP SO YOU'LL HAVE TO GET UP A DECENT AMOUNT OF SPEED TO GET IT.



challenge

24

Choppers the Hard Way (2pts)

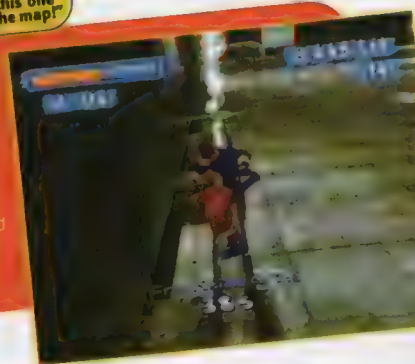
Grind under the Choppers again without getting 'chopped'. This time they all come down at the same time so you have to get under them much quicker.

challenge

25

Grind the Leaking Steam Pipes (3pts)

Talk to guy near chopper. Grind the nearby pipes to stop all 15 leaks. Each stopped leak adds five seconds to the timer.



# AIRFIELD



## challenge

1

Get 500,000 Points (1pt)

Use the bowl near the start to reach this score.

## challenge

2

250,000 Point Trick  
Five Darts Slides (2pts)

Send your car down the ramp to the track and use the ramp to reach the end of the track.

## challenge

3

Grind the Tethered Plane (1pt)

Grind the cable that's attached to the plane then Grind the plane itself.



## challenge

4

Royale Grind the Tower Base (1pt)

Royale Grind round the ledge at the base of the tower inside the hangar.



## challenge

5

Handplant the 3 Back Corner Bars (1pt)

In the back corner of the hangar you should see three green bars above each other on the wall. Use the ramp below and handplant all of them (it doesn't have to be in a row) to complete this challenge.

## challenge

6

Handplant the three Bars (1pt)

Handplant the three bars in the back corner of the hangar. Use the ramp below to reach the bars.

## challenge

9

Get 2,500,000 Points (1pt)

Use the bowl outside again to link some big tricks and reach this score, which should be easy by now.

## challenge

7

Break the Bomber Turret (3pts)

The easiest way to get to the bomber is to transfer from the large bowl up to the rail above. Grind it to the platform on the tower then jump to the large air duct. Go along the duct to the end then Grind the smaller one on the right. Jump to and Grind the duct at the end then finally jump to and Grind the rail leading to the bomber.

## challenge

8

Get 1,000,000 Points (1pt)

If you've done the first two challenges then you shouldn't be too far off this figure, just do some more big tricks to reach it.

## challenge

10

125,000 Point Trick  
Run (2pts)

Go to the end of the track and use the ramp to get to the end of the track. Use the ramp to get to the end of the track.



## challenge

11

250,000 Point Trick  
Run (2pts)

Go to the end of the track and use the ramp to get to the end of the track. Use the ramp to get to the end of the track.



## SPECIAL TRICK

THE SPECIAL TRICK IS ON AN AIR DUCT HIGH ABOVE THE HANGAR FLOOR. TRANSFER UP TO IT THEN GRIND TO REACH IT.



## challenge

12

Skitch from the Plane (2pts)

Once you Grind the tethered plane it takes off and flies over the airport. Grab the cable trailing behind it to complete this challenge.




**challenge** "Hey Dudes check this one out on the map!"

**13** **Hot Flip Transfer Photo (1pt)**  
Talk to the photographer next to one of the bowls in the hangar to get this challenge. You must transfer from one spine to the other in the bowl nearby while doing a Hot Flip.



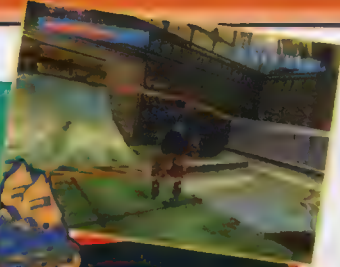
**challenge** "Hey Dudes check this one out on the map!"

**14** **T-bone Gap Photo (1pt)**  
Talk to the photographer by the hangar exit to get this challenge. You must jump the gap above him while doing a T-Bone Grab transfer up there using the nearby quarter pipes.




**challenge** "Hey Dudes check this one out on the map!"

**15** **Find the Boardwalk Key (3pts)**  
The key is on the rails near the lunar module. Use the quarter pipe below to transfer up and Grind the rail to reach the key.



**POWER-UP**

THE WALL RIDE POWER-UP IS HIGH ABOVE THE RUNWAY. SKITCH THE PLANE AND LET GO ALMOST IMMEDIATELY. THIS SHOULD GIVE YOU A HUGE SPEED BOOST SO GO UP THE QUARTER PIPE AT THE END AND DOWN INTO THE TUNNEL. JUMP UP THE QUARTER PIPE AT THE END AIMING TO THE LEFT AND YOU SHOULD JUST ABOUT REACH THE POWER-UP.



**challenge**


**16** **Cruise Missile Emission (3pts)**  
Use the missile when you level the key to reach the lunar module. You must only use it to complete the challenge.

**challenge** "Hey Dudes check this one out on the map!"

**17** **Place and Trick on six items (1pt)**  
Go into Hangar B and use the green glowing machine to start this challenge. Move the six items into a position where you can use them in one trick. It's probably best to arrange the pieces so you can Grind them in a row. Don't forget the trick must also include the quarter pipes in the centre of the room.

**challenge** "Hey Dudes check this one out on the map!"

**18** **Place and Trick on eight items (2pts)**  
This is the same as the previous challenge but you must place eight items instead.



**19** **Place and Trick on ten items (3pts)**  
This is the same as the previous two challenges but you must place ten items instead.




**START**

# MUSEUM

## challenge

**1** Get 1,000,000 Points (1pt)

Grinding a bowl and then jumping from the top of the bowl to the bottom of the bowl.

## challenge

**2** 200,000 Point Trick (1pt)

Once again linking a trick to a trick.

## challenge

**3** Manual the Display Case (2pts)

Go up to the second floor and manual along the top of the Display Case.



## challenge

**4** Display to Rail to Triceratops Grind (2pts)

Go up to the second floor and Grind the hand rail above the Triceratops then jump down and Grind the dinosaur itself.



## challenge

**5** 125,000 Point Timed Run (1pt)

Go to the information pod on the bottom floor next to statue to get this challenge. You have one minute to reach the score so use the nearby bowls to link some tricks.

## challenge

**6** Grind the Mammoth Display (1pt)

Go to the pod next to the mammoth display then use the quarter pipe at the side to get up and Grind round the top of it.



## challenge

**7** Link the Bronto Skeleton Spine (2pt)

Get to the pod next to the Bronto skeleton. Use the bowl to jump up and Grind the spine. That will count the number of the bones.

## challenge

**8** Spin Around the Bronto Spine (1pt)

Go back to the same pod as the previous challenge then jump up the side of the base and grab the section of the spine where the ribs have fallen off.

## challenge

**9** Grind the Upturned Horns (1pt)

Go to the pod next to the Bronto skeleton. Get into the bowl where the Bronto horn is. Grind from the bottom to the top.

## challenge

**13** Get 6,000,000 Points (1pt)

Once again go to the bowls in the Viking room and link as many tricks as you can.

## challenge

**10** Grind Over the Pterodactyl (2pts)

Go to the information pod on the top floor to get this challenge then go left and onto the metal walkway. Jump up to the left and Grind the rail until you've gone over the Pterodactyl.

## challenge

**11** Fast Slide T-Rex Back Photo (1pt)

Talk to the photographer near the start to get this challenge. Go up to the second floor so you're looking down at the T-Rex in the lobby below. Jump to it and Fast Slide Grind its back.



## challenge

**12** Get 4,000,000 Points (1pt)

Go to the bowls in the room with the Viking ship and link your tricks.

## challenge

**14** Find the Civic Train Station Key (3pts)

The key can be found at the top of the storeroom above the photographer. Use the pipes and lights hanging from the ceiling to reach it.

## challenge

**15** Photo Grind the last light (3pts)

Talk to the photographer in the storeroom then go up to the opposite corner and use the quarter pipe to reach the light above. Grind it to complete the challenge.

## challenge

**16** 400,000 Point Timed Run (2pts)

Talk to guy with red bandana in the storeroom to get this challenge. You have one minute to reach the target score, just use the bowl in front of you to link your tricks.

## challenge

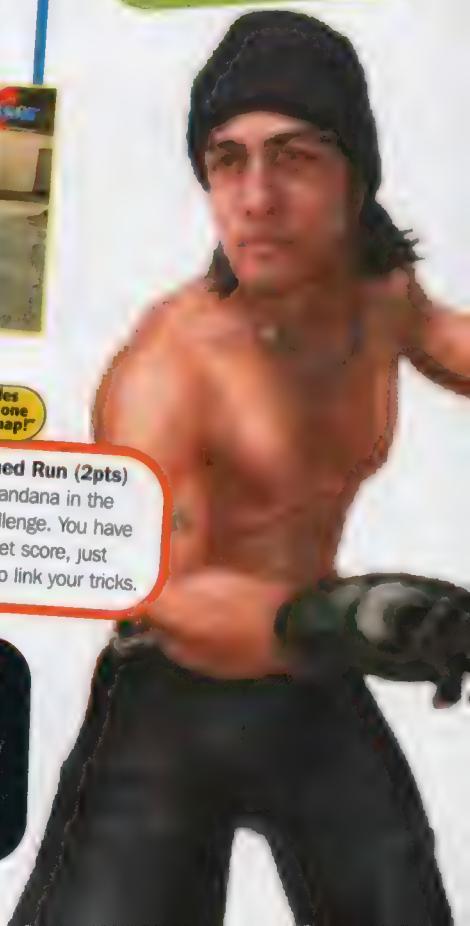
**17** You've done it now (2pts)

Look up from the oval bowl in the storeroom to see the Ark of the Covenant above. Transfer to the walkway below it then use the quarter pipe to get up to it and Grind the handle to complete this hidden challenge.

## challenge

**18** Get 12,000,000 Points (1pt)

This is the largest score you must reach in the game, but to be honest it's not really difficult. Your stats should be pretty high by now and you should have some if not all of the Special Tricks. There are plenty of bowls and quarter pipes where you can do some tricks and you should reach this score in no time.



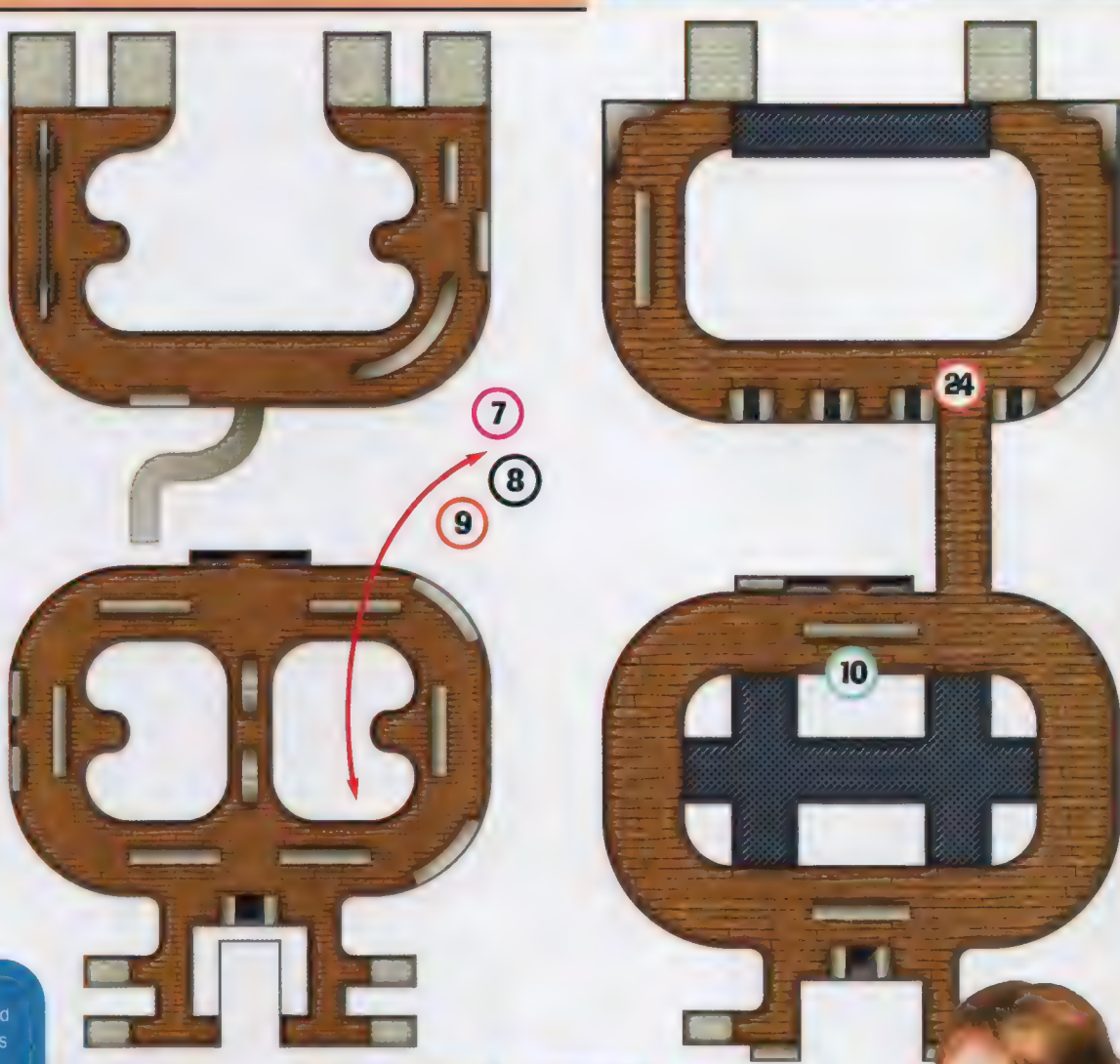


## 19

[illegible]

**SPECIAL TRICK**

THE SPECIAL TRICK IS UP ON THE FOURTH FLOOR WALL. RIDE TOWARDS IT THEN JUMP TO REACH IT.



**challenge**

"Hey Dudes check this one out on the map!"

**20**

**Grind both sides of the Viking Ship (2pts)**

You'll see there are two rails leading to each end of the ship from either side of the third floor balcony. Grind down both to Grind each side of the ship.

**challenge**

"Hey Dudes check this one out on the map!"

**21**

**Pole Transfer 5 Viking Oars (2pts)**

Grind down one of the rails from the third floor to the ship and swing round all the oars

**challenge**

"Hey Dudes check this one out on the map!"

**22**

**1,000,000 Point Threat (1pt)**

Go to the 4th floor and use the Viking ship. You'll find the 1,000,000 Point Threat (1pt) and the threat to the 1st floor.

**challenge**

"Hey Dudes check this one out on the map!"

**23**

**Pole Transfer to Tank Barrel (2pts)**

Talk to the thief who wants to open the safe. Go up to the second floor then jump to and swing round the pole nearest to the tank. Let go and Grind the barrel of the tank to complete the challenge and make it fire across the room, opening the safe and revealing the Spin Level power-up inside.

**challenge**

"Hey Dudes check this one out on the map!"

**24**

**Rocket Wonder Grind Photo (2pts)**

Go to the photographer on the top floor and he'll give you this challenge. Wonder Grind the rocket hanging from the ceiling to complete his request.

**challenge**

"Hey Dudes check this one out on the map!"

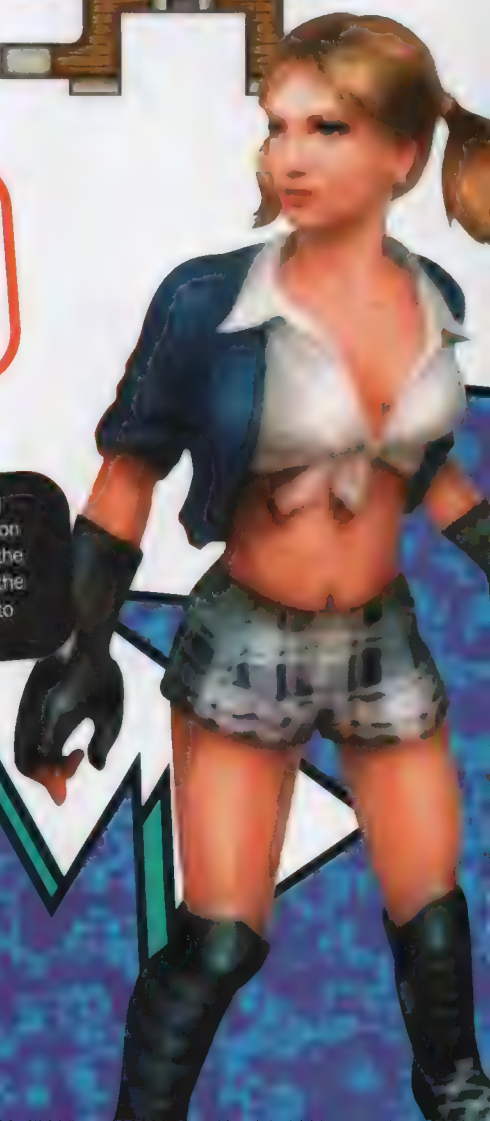
**25**

**Egyptian Hallway (2pts)**

Go to the Egyptian hallway on the second floor. Grind one of the ledges on either side, spin round the pole then wall ride the Eye of Ra to complete a hidden challenge.

**POWER-UP**

THE SPIN POWER-UP IS INSIDE THE SAFE THAT'S BLASTED OPEN BY THE TANK.





# XBOX TIPS MAGAZINE! **XPERT**

The UK's only Xbox tips magazine has all the guides and cheats you need to become a gaming expert...

## INSIDE ISSUE #4:

- **TUROK: EVOLUTION**  
The complete solution!
- **BUFFY THE VAMPIRE SLAYER**  
We save Buffy's ass!
- **COMMANDOS 2**  
Amazing mapped guide!
- **ENCLAVE**  
The full walkthrough!
- Plus many more and the complete A-Z of Xbox cheats!



# OUT NOW!

Available from all good newsagents

# HALO

## COMBAT EVOLVED

# HINTS & TIPS

IF, LIKE US, YOU'VE PLAYED YOUR WAY THROUGH BUNGIE'S MASTERPIECE BUT FIND YOURSELF OFTEN DIPPING IN FOR A MISSION HERE OR THERE, THEN WE'VE PUT TOGETHER A FEW LITTLE HINTS THAT SHOULD ADD SOME MORE ENJOYMENT TO THE WAY THAT YOU PLAY THE GAME...

### BREAK GLASS IN EMERGENCY

On The Silent Cartographer when you first get to the Map Room (having killed everything on the outside) head down into the structure. There will be a small group of Covenant and the Gold Elite will lock the door. Once you finish off those remaining on your side of the door the Gold Elite will remain standing behind the door, looking all cocky because he thinks he's safe. Take a human weapon (we prefer the pistol); back off up the slope you came down, and then open up on him through the narrow window in the centre of the door. You'll soon see how quickly the smile can be wiped off of his ugly face.



### GET ON TOP OF THE WORLD

While navigating the island searching for the Silent Cartographer why not take your foot off the gas for a few minutes and enjoy the sights from on top of the island itself? There is nothing on top of the island by way of a reward for getting up there, but the accomplishment in itself should be more than enough.

You can get up there in both Campaign and Co-operative mode, although the latter is somewhat easier. Let's start off with Co-operative mode...

Beyond the entrance to the Map Room you'll have to make

your way up a path to a point where two Hunters are milling about at the top by some kind of structure. You'll need to navigate the Warthog up this path (it's tricky at the start but it will get there). As you get to the crest of the hill there will be one last rock in the middle of the path. Put your foot down and ram the Warthog in the gap on the left between the rock and rock face. Wedging your trusty vehicle in there should actually mean that its wheels are no longer on the ground. Now that the Warthog is up in

the air somewhat you'll need to clamber aboard – one player then jumps onto the head of the other and, hey presto, up on to the top of the island! The player still in the canyon then needs to perform a suicide ritual of some kind (whatever takes your fancy)

and you'll respawn next to your mate on top of the world. Once there you can go around both

sides and admire the views that surround you.

If you want to do this in Campaign mode you'll need to go to the same place, except this time you'll need two Warthogs (another is conveniently located on the beach at the foot of the path between the rocks). Put the first Warthog in the gap between the rock mentioned before and then get the other Warthog. You are going to have to drive the second

vehicle into the stationary one, forcing it up into the air until it is almost vertical. Ensure that you have space to get clear of the driver's seat of the second Warthog to avoid a rather annoying death after expending so much effort. Now clamber



your way up and enjoy the sights that are all around you.



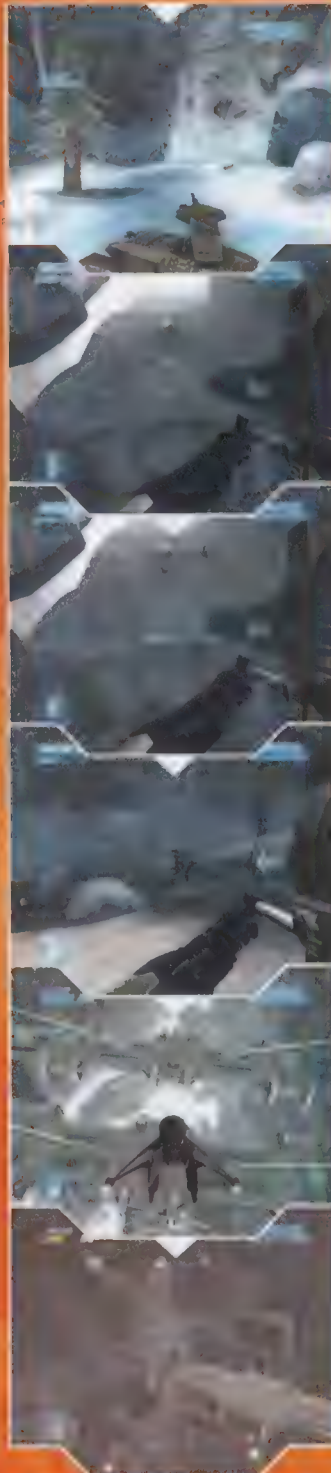
### HIDDEN BANSHEE

When you play The Assault on the Control Room you get the chance to drive a tank. As soon as you get the tank you'll have the choice of going left or right. Turn right and as you come around the corner to the open area up, on the left you'll notice a ledge (a built one, not a natural one) on the rock face. You'll need to have grabbed the rocket launcher – get it out (if you haven't got it, it's just back by the crashed Pelican) and start blasting at the ledge. It doesn't seem to do much until you notice that your explosions are manoeuvring a Banshee to the side.

As soon as you can see it, hit it with one more shot to bring it crashing down and ready to be piloted. This makes the battle a hell of a lot easier and enables you to get up and destroy the tank that is up on another (natural) ledge with no fuss whatsoever. Even better than this is that you can then take the Banshee virtually right through the whole level, either bypassing enemies or raining fire on them from above. It really puts a whole new perspective on the level.

Note: This tactic works fine in Campaign mode but we have so

far been unsuccessful in getting it to work in the Co-op mode.



### UP CLOSE AND PERSONAL

When fighting Covenant Tanks a sure-fire way of destroying them with minimal damage to yourself is to get up right to the nose of the tank and keep blasting away at it. This is especially true if you are riding a Ghost but handheld

weapons will also do (except for the rocket launcher, which will kill you both). Because of your proximity the Tank driver won't open fire in the knowledge that he'll kill himself in the process.



### FREE PELICAN RIDE

On Level 343 Guilty Spark at the very beginning you can stay on the Pelican and bag a free ride all the way to the structure that you have to have to go into. As soon as the level starts don't move, but throw all of your plasma grenades. Stay still and you'll soon find yourself winging over the route you would have had to have taken, thus



bypassing all the skirmishes on the way to the entrance of the underground structure. As soon as the Pelican lands you won't be able to get out for about 30 seconds but don't panic, it will let you out. Head along to the left and you'll soon find yourself on the roof of the structure, a position from which you can either slip into the building totally unnoticed, or take out your enemies from a position with an elevated advantage.

### HIDDEN CAMOUFLAGE ON 343 GUILTY SPARK

Should you decide to go the normal way to the underground structure on this level you'll encounter some fierce resistance at the entrance of the building. Avoid this unnecessary grief by picking up some hidden Active Camouflage en route to the entrance. Just past the downed Dropship is a fallen tree that you need to use as a bridge. Halfway across if you look to your right you'll notice a large pipe. Jump down off the fallen tree; head up to the pipe (it's an easy slope to negotiate) and to the left of it is the invisibility bonus. You are now free to waltz in past the Covenant should you so desire.



# INBOX

TELL US WHAT'S ON YOUR MIND  
AND GET IN TOUCH WITH XBM...

Look, you know what to do: jot down the feverish ideas in your minds and send them to us. You could win yerself a copy of an Xbox game of your choice!

## WHY SETTLE FOR LESS?

Dear XBM

Issue 7 was the first XBM mag I read and I'll definitely be buying it again but whatever mag I read or have read over the past few months, the vast majority of games reviewed have been average. Just average. Why? With the capabilities of the Xbox surely the guys that make games could put a bit more effort into games these days. Too many games are just money hungry. I think gamers should take a look at games like *Dead or Alive 3*, *Project Gotham Racing* and *Halo* and ask themselves why they put up with average games!

When I'm older I want to make sure games aren't made for money but with the customer in mind but I don't know how to get to work for a company that designs games...

**Ben Norman, Puckeridge**

☑ Good luck... but companies already make games with the customer in mind. That and your money... And on the subject of average games - we agree, there are too many average games at the moment but we could probably attribute that to the fact that because of the super high quality of the Xbox launch games. Compare any racing game with *Project Gotham* and it seems



## BRAINBOX

THINK YOU KNOW ABOUT  
TEST YOUR KNOWLEDGE

### 01 Question

*Splinter Cell's* story line was written by which author?

- A Tom Clancy
- B AA Milne
- C Roger Hargreaves
- D Enid Blyton

### 02 Question

*Final Fantasy* is developed by which Japanese developer?

- A Smilebit
- B Team Ninja
- C Konami
- D Capcom

### 03 Question

How many male characters does *Dead or Alive Extreme Beach Volleyball* feature?

- A 5
- B 4
- C 8
- D 0

### 04 Question

Which rally driver holds the record for number of lifetime rally wins?

- A Termini Makkinen
- B Robert Burns
- C Carlos Sainz
- D Colin McRae

### 05 Question

*Conflict: Desert Storm* takes place during which year?

- A 1982
- B 1990
- C 1992
- D 1999

### 06 Question

What are the vehicles that are used in *Splashdown* called?

- A Sea Jets
- B Ski Doos
- C Jetskis
- D Sea Doos

### 07 Question

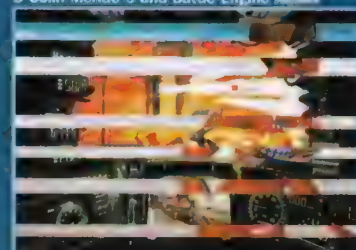
Which famous wrestler quite recently 'left' the WWE?

- A The Rock
- B The Big Show
- C Stone Cold Steve Austin
- D Big Daddy

### 08 Question

Name the two games played together in this screenshot.

- A Brute Force and Deathrow
- B Dead or Alive Volleyball and Steel Battalion
- C Blade 2 and Total Immersion Racing
- D Colin McRae 3 and Battle Engine Assault



## XBM GET IN TOUCH

If you want to get in touch with us here at XBM you can do so in five ways...



### EMAIL

Drop your question to us via email at [XBM@paragon.co.uk](mailto:XBM@paragon.co.uk)



### LETTER

By post to: XBM, Paragon Publishing, St Peter's Road, Bournemouth, BH1 2JS



### SMS TEXT

We have an SMS text service sponsored by Orange. Simply text us your question or comment on... 07833 297947



### PHONE

Call the XBM team any time between 4pm and 6pm weekdays on this number... 01202 200230



### FAX

Or send your letter to us by fax on... 01202 299955

average. Same goes for *Halo*, *JSR Future* and so on. Just wait until Christmas and next year.



▲ **THINK ABOUT THE FUTURE:** In just a few months we should see titles that rival some of the best on Xbox so far.

## EYES WIDE SHUT

Dear XBM

Well I have recently got an Xbox – what a machine! While out shopping I came across a wicked pair of glasses for PS2 (Olympus Eye Trek glasses). It's like playing on a 56" TV screen but you wear them like glasses. I hope and pray that the Xbox will bring something similar out. I wonder if you have heard anything. Yours with my eyes wide open, **Darren Connell, Icklingham**

☒ The glasses that you refer to will work on just about any



console, including the Xbox. They just promote the fact that they work with PS2 because they came out about the same time as Sony's console. They are good, though.

## WHO ATE ALL THE PIES?

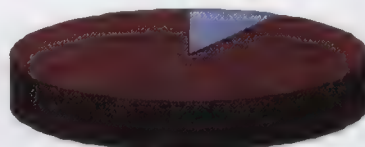
XBOX RULES!

Dear XBM

I would like to congratulate you on another successful issue of XBM. In the next month or two I will be getting an Xbox of my own and I need to ask you a few questions:

1. What is a good game to start off with?
2. Do I need a memory card?
3. Should I let my brother have a go on it?
4. Will the prices of games go down any time soon or should I just save up my pocket money for a few months and buy one that you guys recommend?

Also, I did a survey with some mates about if the Xbox was better than PS2. Most of them have PS2s but amazingly more votes came to the Xbox than I expected. I did a graph to show you the votes.



▲ **THE PROOF IS IN THE, ER, PIE:** Well, well – it seems as if statistics seem to point towards a shift over to the big black and green machine. I guess we all knew that this was inevitable, but could we have have foreseen that the results would be so conclusive at this early stage?

The red is Xbox (votes: 55) and the blue is PS2 (votes: 5).

Yours Sincerely,

**Edward Rogers, Perton.**

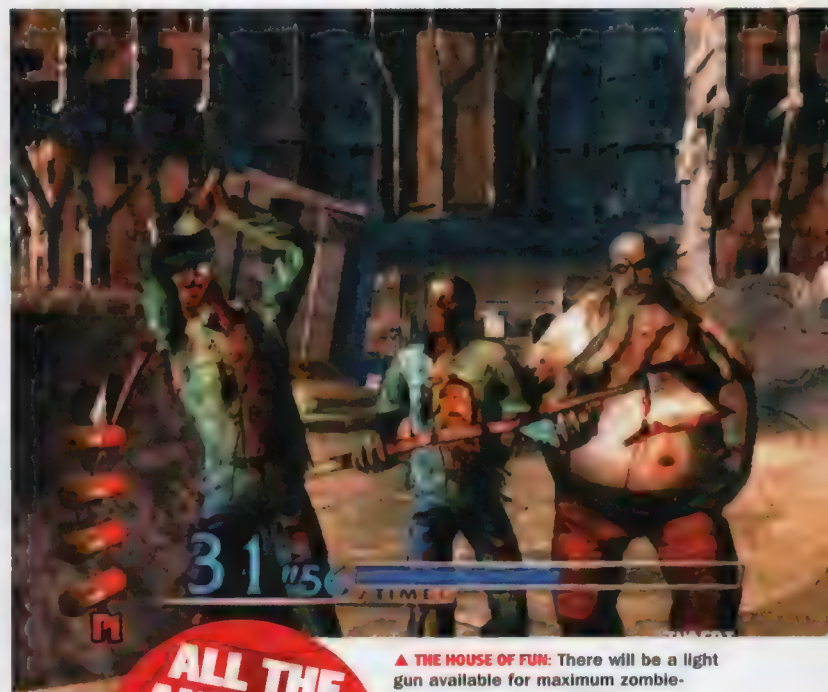
☒ Thanks. Some answers to your queries. 1. *Halo*, *Project Gotham*, *JSR Future*, *DOA3*. Any of those ones. 2. You'll only need a memory card if you want to take your game saves around to a friend's house. Otherwise all games saves are on the hard drive. 3. Is he tougher than you? 4. Expect prices of Xbox games to fall this winter.

## BUNGIE JUMP?

Dear XBM

I am the biggest Xbox fan in the world and I love reading your magazine. I have a few questions that I would like to ask you.

1. How come the Xbox cannot play DVDs from all regions?
2. Will a *Command & Conquer* game come out?
3. Is there any news on *House of the Dead 3* and the light gun?
4. In issue 3 there was a game called *Ironstorm* and it looked wonderful. You said it was out in the spring but that was



▲ **THE HOUSE OF FUN:** There will be a light gun available for maximum zombie-blasting pleasure on *HOTD3*.

**ALL THE ANSWERS CAN BE FOUND IN THE MAG**

# XBOX GAMES? THEN WHY NOT IN THE XBM TRIVIA QUIZ...

### 09 Question

Morrowind takes place in which mythical land?

- A Vvardenfell
- B Middle Earth
- C Gravenfell
- D Trumpton

### 10 Question

Steel Battalion comes with its own specialist controller. What is the equivalent in pounds to how much will it cost in Japan?

- A £120
- B £130
- C £150
- D £200

### 11 Question

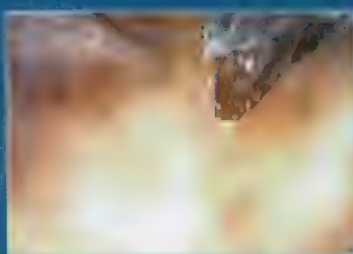
Name the hero of the Shenmue games.

- A Rye
- B Rio
- C Ryu
- D Ryo

### 12 Question

From which game is this screenshot taken?

- A Reign of Fire
- B Loons
- C Shenmue 2
- D Splinter Cell



### 13 Question

What is the maximum number of players that can play Brute Force?

- A 1
- B 2
- C 3
- D 4

### 14 Question

Reign of Fire sees humans fighting against what?

- A Aliens
- B Dinosaurs
- C Dragons
- D A deadly virus

### 15 Question

Bruce Lee's fighting style is called what?

- A The art of fighting without fighting
- B Gung Fu
- C Karate
- D Jeet Kune Do

## HOW DID YOU DO?

- 14 15 Top boy. Star pupil. Do you want a job? ..... A
- 11 13 Getting there. A decent effort, but a few lapses in concentration have cost you a top mark. B
- 6 10 Decidedly average. Must pay more attention and try harder in class. .... C
- 0 5 Abysmal. Have you read any of this issue? We suggest that read the whole of the mag from beginning to end. And then try again. .... F

**NOW CHECK YOUR ANSWERS ON PAGE 130!**

absolutely ages ago. When is the new release date?

5. Is there any chance that GTA3 will be coming to Xbox?

Wouldn't it be terrific if Bungie teamed up with Rare to make one super FPS. Tell Bill Gates to get his credit card out and buy Rare. It's just a thought but who knows... May the xforce be with you XBM team.

Yours Faithfully

**Andrew Fernandez, Stanmore**

Always questions ... Here are the answers. 1. It's to do with licensing in different countries - the film studios charge different prices in different countries and have different release dates: for example it's possible that a Region 1 DVD (US) will come out before the film is actually in the cinemas in the UK. That wouldn't make very good business sense now if you could buy the DVD rather than watch it down your local Odeon, would it? 2. Perhaps. We've not heard anything yet. 3. Yes, SEGA is releasing a light gun with the game. 4. The latest we've heard is that *Ironstorm* will be out in time for Christmas but don't hold your breath. 5. No, none whatsoever.

## THE MONITOR

Hey,

Big fan of your magazine and huge fan of the Xbox. Recently purchased your magazine and saw an article about linking an Xbox to a computer monitor. I recently read on a Web site that something is now available to do this - [www.teamxbox.com](http://www.teamxbox.com). Could you give me any information on this, as the article on the site was unclear.

Cheers

**Rizz, via email**

To be honest we've not heard anything about how to hook your Xbox up to a monitor. But this would be the way to get the best possible picture. Perhaps you lot can help Rizz?

## IN THE REGION

Hello,

Having recently discovered your magazine I was hoping you might be able to answer this question for me. When is the DVD Region X being released for the Xbox? Nowhere seems to have the same release date and the company I have ordered one

through just keeps pushing the date further back. The company that makes it has not responded to my queries so I was hoping someone or something with more stature in the gaming world may have better effect. Cheers,

**Rich Twiner, via email**

PS do you think you guys will ever produce a DVD with the issues or will that just increase the price too much? (like many PS2 mags)

Region X was supposed to be available from launch but mysteriously disappeared. The latest we've heard is this winter but don't hold your breath on this one. Oh, and with regards to your 'Ps' - watch this space.



XBM would like to thank Video Game Center in Bournemouth for supplying us with import games. They can be contacted on 01202 527314.

# XBM FORUM

Time to find out what's been going on in the XBM Forum. You can join in the Xbox chat by getting yourself onto the Internet and visiting [xbox.totalgames.net](http://xbox.totalgames.net)

Tip: If you put smiley faces into your messages, our system will automatically turn them into little icons like this:



## AUTHOR TOPIC: VIDEO GAMES CAUSE STRESS AND LOSS OF CONCENTRATION ACCORDING TO A SURVEY IN JAPAN

😊 posted 10 July 2002 05:35 PM

Apparently a study was conducted in Japan at a local University about the adverse effects of prolonged gaming they are saying that video games can cause loss of concentration and stress. what do you think about these comment i agree wid it ive noticed that while im at school ill be doin my work and then i start thinking about how i can pass the next level on a game and when i first got halo and completed i was going mental about the crappines of the last level

IP: [Logged](#)

Pat 😊 posted 10 July 2002 05:37 PM

I don't think they cause stress, I think they relieve it. And as for loss of concentra..... sorry, I was just thinking about games. They definitely don't cause a loss of concentration.

IP: [Logged](#)

😊 posted 10 July 2002 05:43 PM

The dont cause a loss in concentration - only that you might not to arsed to do something school related properly cause you want to play a game They can cause a bit of stress, i remember Tick Tock clock - got 101 coins, and just needed to collect the star, but managed to fall off. My hand and the wall made contact with my hand coming off worse. Although when i finally done it i felt really good. So it works both ways

IP: [Logged](#)

Carriers 😊 posted 19 July 2002 07:59 PM

there was one person, who was playing a game with a rumble controller(eg dual shock 2) for something like 12 hrs a day, and his hand went white and he had it amputated cos of the motors.

IP: [Logged](#)

## IT'S GOOD TO TEXT!

Here are the best texts we've had this month - and we've left them just as you typed them for authenticity!



HELLOOOO I WAS JUST WONDERING DOES THE XBOX HAVE AN IN-BUILT MODERN OR DO I HAVE TO SHELL OUT FOR AN EXTERNAL?

You'll have to get an external Broadband modem for it. But the online service won't start until autumn at the earliest.

IS IT TRUE THAT U CAN PLAY XBOX'S ON A XBOX?

No, only DVDs and then only with the remote thingy.

HAVE XBM JUST LETT U NO DAY IF DEN CHANGE D BUFFY RELEASE DATE 1 MOR TYN I WILL SHOOT MESSA F GREN MAG BY D WAM TOM C.

Don't do it, man. Life's worth living!

CAN YOU TELL ME IF AME IS DEVELOPING SHENKLE 3 FOR XBOX THANKS. OR BLO

Apparently yes. But it hasn't been confirmed for Xbox yet.

I HEAR THAT TOCA RACE DRIVER IS GOING TO BE A PS2 EXCLUSIVE. IF SHORT SIGHTED DEVELOPERS KEEP IGNORING THE XBOX IT IS GONA GO THE SAME WAY AS THE DREAMCAST. NT. TOCA is coming out on PS2 first, then on Xbox next March.

I SAW IN ONE OF YOUR EARLIER MAGS THAT YOU CAN BUY A HUB WHICH ALLOWS YOU TO PLUG ALL UR CONSOLES INTO ONE BOX. THIS BOX PLUGS INTO UR TV. WHERE CAN I BUY ONE?

Try Dixons or Game - they should have what you're looking for.

IS THERE GOING TO B ANY XBOX GAME LIKE GRAN TURISMO WHERE U RACE 6 MONEY 2 BUY CARS OR IS PROJECT GOTHAM LIKE THAT? PS ONE AND IS GREAT

SEGA GT 2002 and Racing Evoluzione Project Gotham is not, though.

CAN I HAVE A FREE GAME FOR BEING SO PERSUASIVE. OR CAN I HAVE A JOB AS A GAMES REVIEWER? CONSIDER THIS MY CV. BITE THE BULLET. TURN A BLIND EYE OR TWO AT THE METHODS OF EMPLOYMENT AND REAP THE REWARDS! Consider this an answer: no.

WILL PHANTASY STAR ONLINE HAVE THE OPTION TO USE A KEYBOARD OR WILL YOU HAVE TO USE THE COMMUNICATOR HEADSET THINGIE? CHEERS ADE

You'll actually have to speak to people if you want to play *Phantasy Star 2* on Xbox. Sorry.

WILL WE SEE ANY POOL GAMES OR HORSE RACING ON XBOX

No. Although can you imagine a hybrid of all three? Marvellous.



NEED EXTRA KIT FOR YOUR XBOX? CHECK OUT WHAT'S HOT AND WHAT'S NOT IN OUR MONTHLY PERIPHERALS ROUND UP, THIS MONTH IT'S SURROUND SOUND SYSTEMS...

# PERIPHERALS



## VIDEOLOGIC ZXR-500

FROM PRICE **VIDEOLOGIC**  
£79.99

Designed around the high performance digital theatre, the Zoran DSP, the Videologic ZXR-500 is the perfect budget system for gamers who are looking to add a little something extra to the home gaming experience. The digibox itself doesn't house too many special features, so you obviously haven't got the same control over the sound output than on some of the more high performance systems, however, don't let this deter you. The system still has a built-in Dolby Digital 5.1 decoder giving you real-time surround, which works exceptionally well with games like *Halo* which have been programmed specifically in Dolby Digital. As with all 5.1 Digital systems, the optical cable link means you don't have to limit yourself with just one form of media, linking up to a CD, MiniDisc or DVD system also lets you experience movies and music as they were intended. For just £79.99, Videologic has created a Dolby Digital system which should be in reach of most gamer's budgets: if you're not looking for a fancy over-priced system but want to enjoy the wonders of 5.1, then the Videologic ZXR-500 is the perfect system.

**10** SCORE

## YAMAHA TSS-1 5.1 SURROUND SPEAKER SYSTEM

FROM PRICE **YAMAHA**  
£159.99

The Yamaha TSS-1 5.1 surround sound speaker system takes full advantage of Yamaha's very own patented Active Servo Technology, which gives you uncompromised deep bass for the ultimate gaming experience. Another excellent feature is the adjustable angle bases on all five of the satellite speakers giving you absolute control over the sound of your set-up, whether your speakers are mounted to the wall or just simply behind your couch. The system includes various distinct modes for your speakers and sub woofer – enabling you to change the style of the sound depending on what media you are playing through the system: films, games and music have all been taken into account for optimum performance. With its built-in Dolby Digital 5.1 DTS decoder and the Xbox's 256 sound channels, simply connect this up, add a little bit of *Halo* and what you experience is the next step in gaming. The cost of the system may seem slightly steep, but if you are looking to get the most out of your Xbox, the Yamaha TSS-1 5.1 is the system to do it.

**09** SCORE



## CREATIVE LABS INSPIRE 5.1 DIGITAL 5700 DTS SPEAKER SYSTEM

FROM PRICE **CREATIVE LABS**  
£279.99

Creative Labs has long been a strong competitor in the sound systems market, so it's no surprise that the Inspire 5.1 Digital system has one of the best sound outputs for digital theatres, with a whopping six-channel digital performance output. The Inspire can also be linked up to many different medias with connectivity through its optical, coaxial, analogue and digital DIN cable ports. The main feature which has got us excited is the CMSS, which can mix any two-channel stereo sound output and change it into 5.1 sonic sound, causing your ears to believe that you are actually listening to digital audio. The audio experience here is exceptional, but the hefty price tag means that the system will be beyond the reach of many gamer's budgets (you could get another Xbox with two games for that price). If you happen to have a spare £279.99 then the Inspire 5.1 system may be worth checking out, but unless you will be using this for other forms of media as well, you are less than likely to get your money's worth.

**08** SCORE



WIN TUROK EVOLUTION EXTINCTION PACKS!

# HUNTING

Evolution, a process of change, which all living organisms go through in order to adapt to their surroundings. Taking years, evolution is an act of survival and only time has the answer. Well now it's your time, you've evolved over to the Xbox and we have perfect survival kit to prevent you from extinction...

If you were to put *Jurassic Park*, *Dino-Riders* and *Aliens vs Predator 2* into a blender, *Turok Evolution* is what would come out of the other end. So to celebrate its release on Xbox, we've teamed up Acclaim Entertainment and XPRT to bring you this fantastic Jurassic giveaway! All you need to do is answer the questions, slap them on a postcard, and send it here to us. Be quick however, prizes are limited, and with first, second and third place prizes, you can't afford not to enter!



**WIN**  
XBOX, TUROK  
EVOLUTION GAMES,  
BEN SHERMAN  
DENIM JACKETS  
AND  
TUROK EVOLUTION  
T-SHIRTS!



# SEASON!



**2X FIRST PRIZE WINNERS** – Xbox, Copy of *Turok Evolution* (Xbox), Ben Sherman Denim Jacket, *Turok Evolution* T-Shirt.

**8X SECOND PRIZE WINNERS** – Copy of *Turok Evolution* (Xbox), Ben Sherman Denim Jacket, *Turok Evolution* T-Shirt.

**10X THIRD PRIZE WINNERS** – Ben Sherman Denim Jacket, *Turok Evolution* T-Shirt.



## QUESTION 1

What land does *Turok Evolution* take place in?

- A) FOUND LAND      B) LOST LAND      C) LOST & FOUND

## QUESTION 2

When was the first *Turok* game released?

- A) 1994      B) 1996      C) 1998

## QUESTION 3

Which of these is NOT a real Dinosaur?

- A) VELOCIRAPTOR      B) TYRANNOSAURUS REX      C) TRICERACLOPS

## RULES

The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or any companies related to this competition may not enter. There is no cash alternative. The closing date for entries is 30 September 2002

Send your answers to:

**TUROC EVOLUTION COMPETITION XBM, Paragon Publishing, Paragon House, St. Peter's Road, Bournemouth, BH1 2JS**



YOUR NO.1 SOURCE FOR THE BIG  
TITLES ON THEIR WAY TO THE XBOX...

# PREVIEWS

## INFORMATION

Publisher: THQ  
Anchor: Wrestling  
September  
1-4  
www.thq.com/wwf\_raw

**RAW IS WAR**

TOTAL GAMES.net XBM

XBOXTOTALGAMES.NET



## WHAT IF...

...the game also included a running commentary from Jim Ross and Jerry 'The King' Lawler? After all, their ramblings are often more entertaining than the action itself.

# WWE RAW

GROWN MEN GROPING EACH OTHER! IS THAT WHAT PASSES FOR ENTERTAINMENT THESE DAYS?

## PIN NUMBER

YOU CAN'T  
KEEP A GOOD  
MAN DOWN,  
OR CAN YOU?

You can kick them, punch them, dive into them... hell, you can even belt them into the crowd, but if you want to win your bout you're going to have to get your opponent into the ring (unless it's a Hardcore contest) and pin them or force them into submission with some devastatingly cruel move. Pinning your foe is not as straightforward as it seems though, you'll need to wait until they are ripe for it, and then hope that they don't kick out during the count to three (which they often do).



A lot of people slate the WWE because it's all staged and phony, and quite obviously so. But surely that is the point of it, it is a soap opera, albeit one with lots of scrapping, haranguing and alliances that switch week in week out. It can provide some extremely entertaining viewing provided you take it for what it is. Will it be able to reach this level of entertainment in its Xbox incarnation though?

WWE Raw has some good things going for it. There are a number of different type of bouts and tournaments to get stuck into, most of the fans' favourite grapplers are there

and the multiple camera angles and cut-away scenes during the action all give the game an authentic WWE feel to it. This is further strengthened by the ability to take the action outside the realms of the square circle to the backstage areas and into sections of the crowd. A new feature in this title also enables you to attack your opponent as he or she makes their way towards the ring. Wrestling the way god intended...

The option to build your own wrestler might appeal to some fans but surely most would rather enter the bouts as their hero or heroine. The wrestler creation process can be

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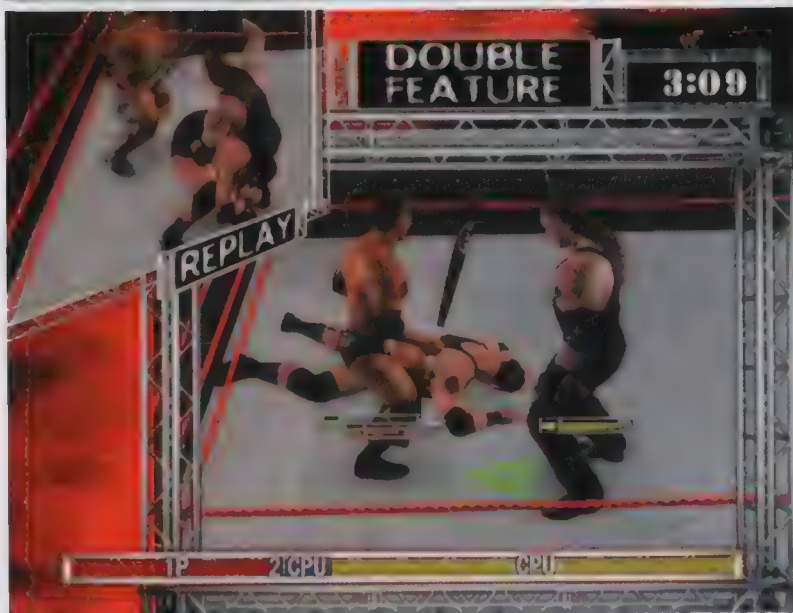
"MULTIPLE CAMERA ANGLES AND CUT-AWAY SCENES GIVE THE GAME AN AUTHENTIC WWE FEEL"

1:46

## YOU KNOW THE SCORE!

Activate the Hardcore setting as you ponder the options and you'll open up a Pandora's box of goodies that can be used during bouts. Dotted around the ring you'll find objects that can be worn (like hats) or simply those that can be used to clobber opponents. As you play through the game more are unlocked. Our favourites include the giant fish, the umbrella plus the ladder and tables for those Dudley-style 'table for one' moves. All of which spice up proceedings a fair whack

WRESTLING TECHNIQUES CAN BE COUNTERED BY SOME GOOD OLD-FASHIONED STREET BRAWLING, USING ANYTHING THAT COMES TO HAND.

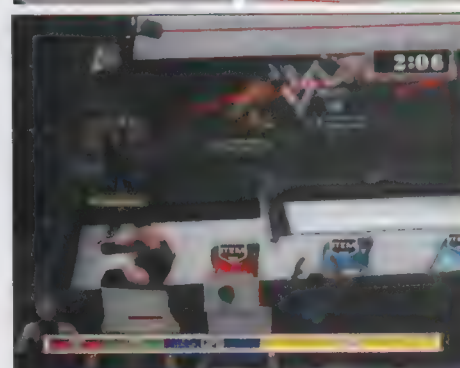
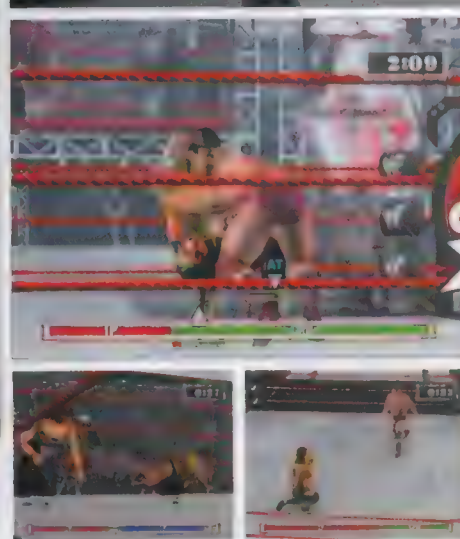


rather long-winded and uninspiring if we are quite honest. The best fun to be had with this title is in multiplayer, of course. Get two or three friends to join you and plough into the ring beating the granny out of each other until some poor soul finds himself pinned to the canvas.

The actual fighting, however, feels rather lethargic. You get the impression you are trudging around and the fact that bouts can go on for an unspecified time sometimes makes it seem like a hell of a long time before a result is achieved. Just like the real thing, the number of times an opponent kicks out on the 'two' of a

three-count defies belief. So matches face the danger of turning into something of a chore at times. That the fighting is actually the crux of the game makes this a little worrying for us.

WWE is well presented and visually it doesn't fare too badly at all. It carries off some things very well but finds itself let down in other areas somewhat (crucial areas like the fighting for instance). We get the feeling that even if you are a true WWE aficionado there might not be enough to sustain you for too long. We also have a sneaking suspicion that you'll probably head out and buy it anyway. **DAN**



1ST  
OPINION  
XBM

WHAT'S  
THE  
COOKING?

If this could capture the energy and entertainment of the real thing, that it would be a winner. There are enough features and systems in place to keep fans happy that it can stand to be a decent title. But after a while, is this a great example of its detractors, or something of a lack of things to do in the game? If the controls were a little more responsive it might not feel so much like a chore. Raising it from a lack of things to do in the game, one that isn't so much a chore, to a wrestling game that is a disappointment, a wrestling game.

ROPE BREAK

SUMMARY: Looking good but questionable satisfaction for the game.

INFORMATION

Platform: All  
Genre: Arcade  
Release: Fall  
Developer: XBOX  
Publisher: XBOX

RALLY  
FUSION

TOTAL  
GAMES  
net XBOX

XBOX TOTAL GAMES.NET

# RALLY FUSION: RACE OF CHAMPIONS

CLASSIC  
ARCADE  
RACING  
RETURNS  
HOME...

**L**ike Oasis looked at the Beatles for inspiration, the creative team behind *Rally Fusion* spent many hours noting down all the fun elements from classic arcade racers such as the *SEGA Rally* series. Set around the racing sport aptly named 'Race of Champions' you will find yourself driving across a vast scale of terrain from desert, mountain trails and forest dirt tracks in this full throttle racing title. Many of the world's leading car manufacturers have got on board such as Porsche, Peugeot, Ford, Toyota, Audi Lancia and Citroen to name a few; while many of the top racing legends have lent

their names with over 30 drivers in all from the past and present. You'll see Tommi Makinen, Didier Auriol and Armin Schwartz as well as many more. Don't expect to start with the best cars though, as you will need to build your driver level up from a Class C driver to the Class A where you get to compete against the cream of the crop. One of the more quirky elements which has been added to *Rally Fusion* is the ability to quieten your co-driver with a push of a button – signalling varying reactions depending on your driving skills. Look out for the full review next month. **ROB**

"DON'T EXPECT TO START WITH THE BEST CARS, AS YOU'LL NEED TO BUILD YOUR DRIVER LEVEL UP"

ATOMIC  
FUSION?  
XBOX

## SHUT YA MOUTH

HOW MANY OF YOU HAVE WANTED TO QUIETEN THAT ANNOYING CO-PILOT AT THE PRESS OF A BUTTON?

Depending on how well (or badly) you drive in *Rally Fusion* will alter the tone in which your co-pilot speaks to you. Simply push in the right thumb stick and you'll tell him to 'Shut up!'



## WHAT IF...

...you could actually throw your co-pilot out of the car when you shut them up? Timing it right you could throw them into lakes, off cliffs and even into the paths of other cars...



1ST  
OPINION  
XBOX

## ARCADE THRILL

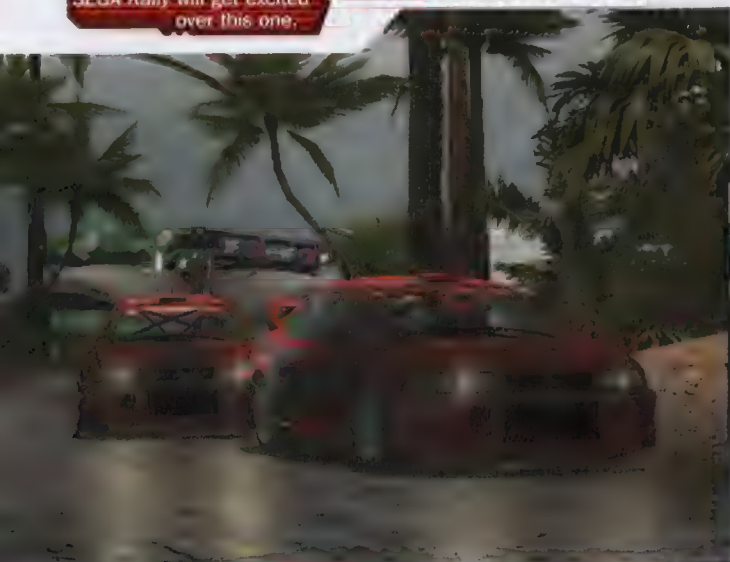
We doubt there are many of you who haven't spent countless hours throwing your change into a SEGA Rally machine in your local arcade. Well as time has passed since then and time has taken its toll on this classic, *Rally Fusion* looks to set to bring back to us the arcade experience we've been craving for all these years. Start your engines!



**SUMMARY:** Fans of SEGA Rally will get excited over this one.



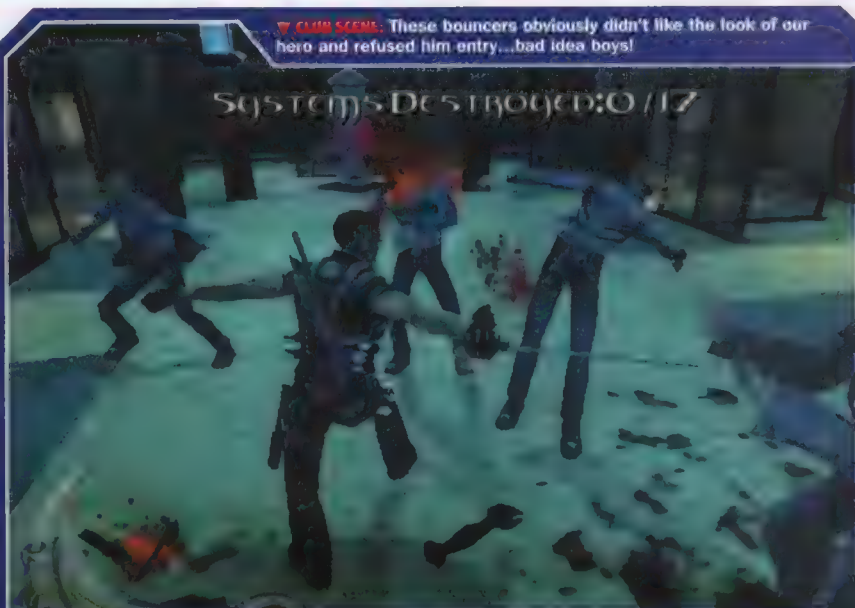
▲ **ICE ICE BABY:** Watch out when racing on the ice, jumps may make you look cool in front of your mates, but keeping the cars steady on ice isn't easy.



▲ **DOUBLE TROUBLE:** There is more than enough of a variety of cars, although sometimes you might do a double-take.



▲ **ON THE BIG SCREEN:** Expect many of the stages to take full advantage of the Xbox's graphical powers. You won't find one of those screen down your local!



▼ **CLASH SCENE:** These bouncers obviously didn't like the look of our hero and refused him entry...bad idea boys!

# BLADE 2

## THE DAY-WALKER STAKES HIS CLAIM ON THE XBOX!

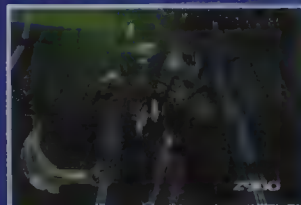


### INFORMATION

Publisher	Activision
Developer	Mucky Foot
Genre	Action/Adventure
Estimated Release	September
Players	1
Weblink	<a href="http://www.blade2.com">www.blade2.com</a>



▼ **DRINK UP:** Not the best way to go out, but we suppose life as a vampire isn't exactly a fair one.

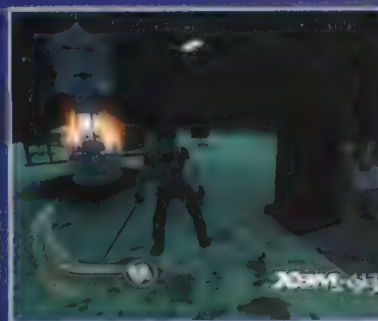


With the movie already been and gone at cinemas nationwide, it was just a matter of time before a game adaptation would crawl over the horizon. Although the game is called *Blade 2*, don't expect it to directly follow the script of the film; Mucky Foot has taken a slightly different route for its *Blade* outing by writing a whole new story. Don't let this deter you though, many of the locations from the film will be included, as well as many of Blade's weapons including his trusty pistol, stylish shotgun and his famous 'glave' to help cut those vamps down to size. Unlike the unforgivable original game, *Blade 2* looks to be shaping up rather nicely and looks extremely tasty, with just over thirty enemies on screen at once at certain points throughout the game and no sign of slow-down. Mucky Foot has also developed a new combat system, which takes full advantage of the Right Analogue stick. A simple push in any direction will cause Blade to throw a punch or kick, which upon impact can be linked to perform combos moving between a number of enemies as they surround you. Will *Blade* shed a new ray light onto your Xbox or will it simply lurk in the shadows? **ROB**

1ST  
OPINION  
XBOX

### BITE ME

Both *Blade* films hit big at the box office and nighty so, changing the vampire genre almost overnight. The first game was awful, meaning the sequel can only get better. Graphically *Blade 2* is looking extremely smooth and plays very well as a hack and slasher. With some minor tweaking you could be looking at one game to watch.



**INFORMATION**

Publisher Activision  
Developer Treyarch  
Genre Sports  
Estimated Release September  
Players 1-2  
Weblink [www.activision.com](http://www.activision.com)

**KELLY SLATER'S  
PRO SURFER**

**TOTAL  
GAMES  
net** **XBOX**

XBOX TOTAL GAMES NET

# KELLY SLATER'S PRO SURFING

**HAS THERE EVER BEEN A SURFING GAME THAT WORKED? MAYBE THIS WILL BE THE FIRST...**

**A**dding further grist to the mill of the extreme sports game, Kelly Slater joins the Activision band camp of street, park and beach games. Six time world champion Slater is joined by some of the most accomplished surfing pros around including Tom Curren, Lisa Anderson and Bruce Irons.

Managing to escape the problems that have dogged surfing games since the beginning of time is going to be a task for this game: hopefully the task and

career orientation of this game can make up for the errors of the past, with players facing dropping down onto massive wave faces, barrel tube rides and pulling off huge tricks and stunts.

The game is big on authenticity - 14 of the most famous surfing spots in the world feature from the US, Europe, Africa, Australia and the South Pacific. There are four main modes of play in all: the central one is the Career mode, which sees you interact with sponsors,

magazines and photographers. As well as this players have the option of Free Surf, Shoot out and Head-to-Head, plus the Log Book mode in which you can track the success and failure of individual wave riders as well as their world records.

On top of experiencing the thrill of changing waves and tides, players also get to build their own waves in the never before seen 'Wave Editor', which is something of an oddity to say the least.

**NERYS**

## ALL THE BREAKERS

**IT'S THAT OLD  
CHESTNUT AGAIN!**

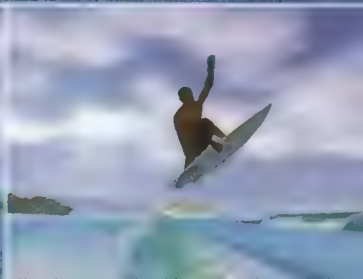
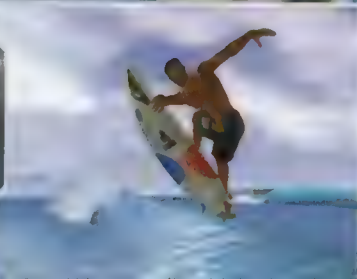
It's all about the tricks really. Like Tony Hawk's, you get to pull off tricks and stunts, for which you are awarded points. If it works for a board with wheels, then why the HELL wouldn't it work for a surfboard?



### WHAT IF...

...they somehow managed to make looking at a massive expanse of blue water interesting? Just don't mention Kevin Costner's *Waterworld*.

**"PLAYERS FACING DROPPING DOWN ONTO MASSIVE WAVE FACES, BARREL TUBE RIDES AND PULLING OFF HUGE TRICKS AND STUNTS"**



**1ST  
OPINION  
XBIM**

## GAMERS DON'T SURF!

We look at this release with some fear and trepidation on our eyes. Having had to clean up the foul mess that is every other surfing game, we can't help but feel that this one will make no great leaps forward in the genre: we would even go so far as to say that we doubt that there will EVER be a good surfing game. Let's hope we're wrong...

**SUMMARY:** It's a shark attack waiting to happen!



▲ **LIKE WE DID LAST SUMMER:** Kelly Slater performs a rather stylish twist again.



▲ **IN THE SWIM:** We believe the technical term for this particular move is 'wipeout'.

▼ **HOLD AND KICK:** Get the Frisbee thing into the opponent's goal without being twatted, intercepted or tackled.

"A CROSS  
BETWEEN FRISBEE,  
ICE HOCKEY AND  
BASKETBALL, WITH  
A LOAD OF  
GRATUITOUS  
SWEARING  
THROWN IN"

# DEATHROW

IF THIS IS THE FUTURE OF  
SPORTS, GOD HELP US!



## INFORMATION

Publisher	Ubi Soft
Developer	SouthEnd Interactive
Genre	Sports
Estimated Release	September
Players	1-8
WebLink	<a href="http://www.southend-interactive.com">www.southend-interactive.com</a>

**DEATHROW**

Generally, people tend to buy sports games based on the actual sports that they are interested in. The genre of future sports has its work cut out: not only does it have to provide entertainment but it has to win you over to it in the first place. *Deathrow* is a hybrid of Frisbee, ice hockey and basketball, with a load of gratuitous swearing thrown in. You take charge of a team of four and pit your brains and brawn against other teams. With money to be earned and upgrades to be bought throughout it is all pretty standard fare, albeit in a futuristic setting.

Visually the game looks good with more than 15 combat locations and over 150 characters to play with. The main problem that we've seen so far is how peripheral a figure you can be during contests. Usually in a sports title you orchestrate proceedings – here however, you can spend a lot of time chasing the hard-to-see Frisbee as your team-mates get on with the game. We found that several times goals were being scored or conceded while we were in the midst of a punch-up somewhere else in the combat arena.

Whether this game will get the kind of cult following that something like *Speedball* did remains to be seen. **DAN**

**1ST  
OPINION  
XBIM**

## THE JURY IS OUT

While the game looks quite nice there are some issues surrounding the gameplay at this stage. There are most of the standard features that tend to come with sports games these days but nothing that stands out from the pack. The actual sport itself seems rather limited in terms of what you can do and the fact that you seem to spend a lot of time struggling against superior AI could lead to this one becoming rather frustrating. Perhaps there'll be more fun to be had in multiplayer once you get a load of mates together. Fingers crossed anyway!





# PREVIEW TOTAL IMMERSION RACING



## INFORMATION

Publisher: Empire  
Developer: Razorworks  
Genre: Racing  
Estimated Release: October  
Players: 1-2  
Weblink: [www.empireinteractive.com](http://www.empireinteractive.com)



**TOTAL GAMES**  
net **XBOX**

XBOX.TOTALGAMES.NET



### A DIFFERENT VIEW

#### THE CHOICE OF THE PROFESSIONAL

For the real feeling of racing, opt for the in-car view, where the cockpit is laid out exactly as the official cars would be. Keep an eye on the rear view mirror to see when your rivals are creeping up on you...



# TOTAL IMMERSION

HAVE YOU GOT WHAT IT TAKES TO WIN THE WORLD CHAMPIONSHIP?



**A**nother day, another racing game. Chances are your Xbox has already been reverberating to the thrills of *Gotham* and *Burnout* – now Empire is throwing its hat into the ring with the release of *Total Immersion Racing*.

*Total Immersion Racing* enables you to embark on a racing career, starting as a GT driver way down in the rankings and working your way up to becoming the champion of the world. Taking control of an eight-litre

racer throughout your quest, you will have managers and engineers who will be on hand to give you sound advice in order to help you stay ahead of the pack.

One of the more original aspects of *TIR* is that the enemies are not just generic foes getting in the way of victory. Each console-controlled driver has his own distinct personality and even more importantly, a long memory. Yes, thanks to the AI system

implemented in this title, if you anger a fellow driver early on in the championship he may not seem to react, but later in the game he will take his revenge and chances are you could see your championship hopes go up in smoke as old scores are settled. Clever. This system gives the game a decent learning curve, new racers will have no problem getting to grips with the tracks but professionals will be able to work out their own strategies to ensure

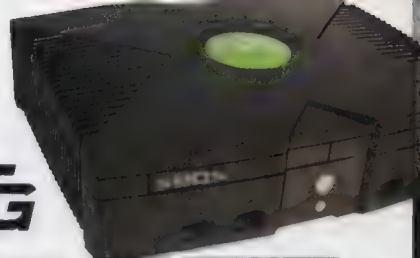
### WHAT IF...

...this proved to be more exciting than the classic *Gran Turismo* series on PlayStation and redefined the genre...?





THE UK'S PREMIER UNOFFICIAL  
MAGAZINE FOR XBOX GAMING



# NEXT ISSUE

OUT 19TH SEPTEMBER

SUMMER'S OVER... LET IT RAIN,  
LET IT RAIN! (XBOX GAMES THAT IS!)



REVIEWS



HITMAN 2



THE THING



QUANTUM REDSHIFT



TUROK EVOLUTION



LOONS



TAZ WANTED



SHADOW OF MEMORIES



WWE RAW



NHL 2003



CHASE



BALDUR'S GATE

AND  
MUCH  
MORE!



THE UK'S PREMIER UNOFFICIAL  
MAGAZINE FOR XBOX GAMING



# NEXT ISSUE

OUT 19TH SEPTEMBER

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SHADOW OF MEMORIES



WWE RAW



NHL 2003



CHASE



BALDUR'S GATE

AND  
MUCH  
MORE!



**ALL  
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**PREVIEWS**

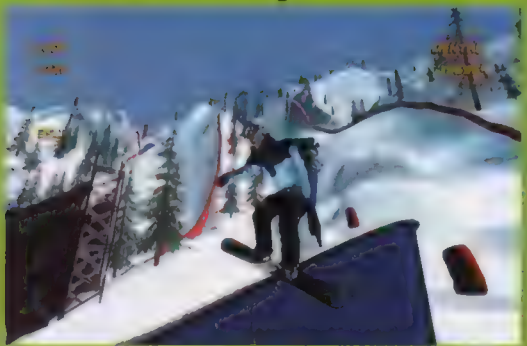
Brute Force



Racing Evoluzione



TransWorld Snowboarding



SEGA Soccer Slam



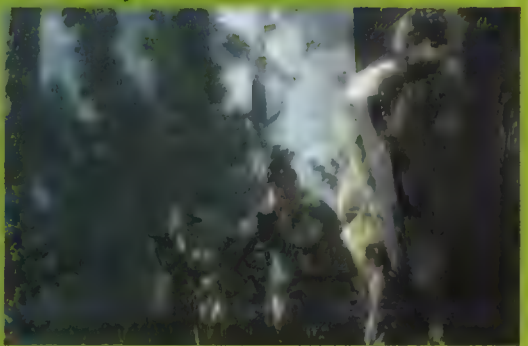
ToeJam & Earl



Rocky



Tom Clancy's Ghost Recon



**FIRST LOOK**



**PLUS!**

**PROPAGANDA!**  
An in-depth look at the variety of methods used for videogame advertising.

**MASSIVE TIPS SECTION**  
Find out how XBM's all-new tips section will change your gaming life forever...

**ON SALE 19 SEPTEMBER!**

## Top 20 Chart Tones

1	GARETH GATES - ANYONE OF US	9491
2	SCOOTER - THE LOGICAL SONG	9422
3	ELVIS VS JXL - A LITTLE LESS CONVERSATION	8688
4	ASHANTI - FOOLISH	9302
5	BRYAN ADAMS - HERE I COME	9367
6	JENNIFER LOPEZ - I'M GONNA BE ALRIGHT	9281
7	NELLY - HOT IN HERE	8972
8	THE CALLING - WHEREVER YOU WILL GO	7947
9	CHRISTINA MILIAN - WHEN YOU LOOK AT ME	9467
10	RED HOT CHILI PEPPERS - BY THE WAY	8677
11	CHAD KROEGER - HERO	9421
12	DEE DEE - FOREVER	9548
13	EMINEM - WITHOUT ME	9015
14	TIM DELUXE & SAM OBERNIK - JUST WON'T DO	9443
15	DARREN HAYES - STRANGE RELATIONSHIP	9382
16	LIBERTY X - JUST A LITTLE	8172
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18	KELLY LORENA - TELL IT TO MY HEART	9513
19	AMY STUDD - JUST A LITTLE GIRL	9444
20	ROMAN KEATING - IF TOMORROW NEVER COMES	8974

## This Week's New Releases

Beauty on the Air - Natalie Imbruglia	9545
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I Need A Girl - P Diddy	9551
We're All About - Sum 41	9558
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Strange Relationship - Darren Hayes	9382
Don't Care - Angels Reverse	9392
Runaway - Distant Soundz	9394
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Wonder How - The Shining	9279
Dreamer - Ozzy Osbourne	9164
Gets Me Through - Ozzy Osbourne	9167
Happy - Lighthouse Family	9168
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The - Luck & Neal	9170
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## CHART NO.1'S 2001

ROLLIN - LIMP BIZKIT	3673
COOLIN ME - RUP & SHIRLEY & THE BROTHERS	3678
WHOLE AGAIN - ATOMIC KITTEN	3679
IT WASN'T ME - SHAGGY	3705
UPSTOWN GIRL - WESTLIFE	3718
PURE & SIMPLE - HEAR SAY	3729
WHAT TOOK YOU SO LONG - EMMA BUNTON	3731
SURVIVOR - DESTINY'S CHILD	4209
IT'S RAININ' MEN - GARY HALLIWELL	4406
DON'T STOP MOVIN - S CLUB 7	3704
DO YOU REALLY LIKE IT - DJ PIED PIPER	4640

## CLASSIC TONES

RESURRECTION - PPK	6440
IN THE DEEP - BURN 41	6887
MY BABY - DJ OTIS	6787
TURN OFF THE LIGHT - IN FANTASIO	6441
21 SECONDS - SO SOLO CREW	6380
CASTLES IN THE SKY - JAN Y DANL	8972
ETERNITY - ROBBIE WILLIAMS	8278
HEAVEN IS A HALPPE - DPM	8216

**TONES**  
**PREVIEW LINE**  
Listen to any  
tone listed  
**BEFORE** you  
order  
**0906**  
**782 9340**

**TONES OF THE WEEK**  
1636 The Back (Wrestling)  
4050 BBC Cricket Theme  
6060 Bare Necessities  
(Jungle Book)  
0013 Beverly Hills Cop  
5317 Joe 90  
4560 Pulp Fiction - Theme  
0005 Walk This Way -  
Aeromath  
1876 Who Let The Dogs Out  
0025 James Bond Theme  
0221 Match of the Day

**ANTHEMS**  
0082 GOD SAVE THE QUEEN  
0077 IRISH NATIONAL ANTHIM  
0084 WELSH NATIONAL ANTHIM  
4141 JERUSALEM - CLASSICAL  
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Army Men RTS  
Army Men: Land Sea Air  
Army Men: Lock & Load  
Atlantis 3: New World

**B = 02**  
Baldur's Gate: Dark All.  
Batman Vengeance  
Blade  
Blood Omen 2  
Bouncer  
Breath of Fire 4  
Broken Sword 1  
Broken Sword 2  
Burnout

**C = 03**  
C&C: Red Alert  
C. Bandicoot: W. of Cortex  
C-12 Final Resistance  
Champ. Manager 2000  
Champ. Manager 2001  
Chase the Express  
Chicken Run  
Code Veronica X  
Command & Conquer  
Commandos 2  
Commandos Behind Lines  
Conkers Bad Fur Day  
Constructor  
Crash Bandicoot 2  
Crash Bandicoot 3  
Crash Bash  
Crash Team Racing  
Crazy Taxi  
Cricket 2002  
Curse of Monkey Island

**D = 04**  
D. Mirra BMX: Max Remix  
D. Nukem: Time to Kill  
Dark Cloud  
Dave Mirra BMX 2  
Dead or Alive 2  
Deus-Ex  
Devil May Cry  
Die Hard Nakatomi Plaza  
Die Hard Trilogy  
Digimon World  
Digimon World 2  
Dino Crisis  
Dino Crisis 2  
Disc World 2  
Doom  
Dracula Last Sanctuary  
Dracula Resurrection  
Dragonball Z: Final Bout

**E = 05**  
Escape Monkey Island  
Evil Dead  
Evil Twin  
Extermination  
Extreme G 3

**F = 06**  
FA PLQue Fball Man.'00  
Fear Effect  
Fear Effect: Retro Helix  
FIFA 2001  
FIFA 2002  
Fifa World Cup 2002  
**Final Fantasy 10**  
Final Fantasy 7  
Final Fantasy 8  
Final Fantasy 9  
Final Fantasy Anthology  
Formula 1 2001  
Fur Fighters

**G = 07**  
Godai: Elemental Force  
Golden Sun  
Goldeneye  
Gran Turismo  
Gran Turismo 2  
**Gran Turismo 3**  
Gran Turismo Concept  
Grand Theft Auto  
Grand Theft Auto 2  
**Grand Theft Auto 3**

**H = 08**  
Half Life  
Harry Potter  
Headhunter  
Hidden & Dangerous  
Hogs of War

**I = 09**  
I. Jones: Infernal Machine  
In Cold Blood  
ISS Pro Evolution  
Italian Job

**J = 10**  
J. Bond: Agent Under Fire  
Jak & Daxter  
Jedi Knight 2  
Jedi Power Battles

**K = 11**  
Knockout Kings 2002

**L = 12**  
Legacy of Kain  
LMA Manager 2001  
**LMA Manager 2002**  
Lotus Challenge  
Luigi's Mansion

**M = 13**  
Martian Gothic  
Mat Hoffman's Pro BMX  
**Max Payne**  
Maximo  
Medal of Honor  
**Medal of Honor Front.**

Medal of Honor Underg.  
Medal of Honor: All. Ass.  
MediEvil  
MediEvil 2  
Men in Black  
Metal Gear Solid  
**Metal Gear Solid 2**  
Midnight Club  
Monkey Island (Escape)  
Monsters Inc  
Moto GP 2  
Mummy Returns  
MX 2002

**N = 14**  
Necronomicon  
No-One Lives Forever  
**O = 15**  
Oni  
Onimusha: Warlords  
OO7 Agent Under Fire  
Operation Winback

**P = 16**  
Parasite Eve 2  
Pokemon Blue  
Pokemon Crystal  
Pokemon Gold  
Pokemon Red  
Pokemon Silver  
Pokemon Yellow  
Premier Manager 2000  
**Prisoner of War**  
Pro Evolution Soccer  
Project Eden

**R = 18**  
Rainbow Six  
Rallispot Challenge  
Rayman  
Rayman 2  
Red Card Soccer 2003  
Red Faction  
Res. Evil: Code Veronica  
**Res. Evil: C. Veronica X**  
Resident Evil  
Resident Evil 2  
Resident Evil 3: Nemesis  
Robot Wars  
Rogue Leader  
Rogue Spear  
Roller Coaster Tycoon  
Rune: Viking Warlord

**S = 19**  
S Palmer's Snowboarder  
Shadow Man 2  
Shadow of Memories  
Shadowman  
Silent Hill  
Silent Hill 2  
Simpsons Wrestling  
Sims  
Sims Hot Date  
Sims House Party  
Sims Livin' It Up  
Sims on Holiday  
Smackdown 2  
Smackdown 3: J. Bring It  
Smugglers Run  
Smugglers Run 2  
Soldier of Fortune

Soldier of Fortune 2  
Sonic Advance  
Sonic Adventure 2  
Sonic Adventure 2 Battle  
Soul Reaver  
Soul Reaver 2  
Spec Ops: Stealth Patrol  
Spiderman  
Spiderman 2  
**Spiderman The Movie**  
Spy Hunter  
Spyro 3: Year of Dragon  
SSX Tricky  
Star Wars Jedi P. Battles  
Star Wars Jedi Starfighter  
Star Wars: Jedi Knight 2  
Star Wars: Phantom M.  
Star Wars: Racer  
Star Wars: Racer Revenge  
Star Wars: Rogue Leader  
Star Wars: Star Fighter  
State of Emergency  
Super Smash Bros Melee  
Super Smash Brothers  
Syphon Filter  
Syphon Filter 2  
Syphon Filter 3

**T = 20**  
Tekken Tag Tournament  
The Mummy Returns  
The World is not Enough  
Theme Hospital  
Theme Park World  
This is Football 2002  
Thunderhawk: Op.  
Time Splitters  
Tomb Raider  
Tomb Raider 2  
Tomb Raider 3  
Tomb Raider 4  
Tomb Raider 5  
Tomorrow Never Dies  
Tony Hawk's 2  
Tony Hawk's 3  
Tony Hawk's S'boarding  
Turok 2  
Twisted Metal Black

**V = 22**  
Vanishing Point

**W = 23**  
Warzone 2100  
Wipeout Fusion  
World is not Enough  
World's S. Police Chases  
Worms Armageddon  
WRC: World Rally Champ  
WWF Smackdown 2  
WWF Smackdown 3 J.B.I.  
WWF Wrestlemania '00

**X = 24**  
X-Files

**Z = 26**  
Zelda  
Zelda: Majora's Mask  
Zelda: Oracle of Ages  
Zelda: Oracle of Seasons  
**O-9 = 27**  
007 Agent Under Fire

## X-BOX GAMES

**A = 01**  
Agent Under Fire  
Aggressive Inline Skating  
Air Force Delta Storm  
All Star Baseball 2003  
Amped Snowboarding  
Arctic Thunder  
Azurik: Rise of Perithia

**B = 02**  
Batman Vengeance  
Blood Omen 2  
Blood Wake  
Bond: Agent Under Fire  
Burnout

**C = 03**  
C. Bandicoot: W. of Cortex  
C. Edwards' Inline Skating  
Cel Damage  
**Champ. Manager 2001**  
Circus Maximus  
Commandos 2

**D = 04**  
Dark Legacy  
Dark Summit  
Dave Mirra BMX 2  
David Beckham Soccer  
**Dead or Alive 3**  
Deadly Skies

**E = 05**  
Elder Scr. III: Morrowind  
ESPN Int. Winter Sports '02  
ESPN NBA Tonight 2002  
ESPN NFL Primetime 02

**F = 06**  
F1 2001  
F1 2002  
Fifa World Cup 2002  
Fusion Frenzy

**G = 07**  
Gauntlet: Dark Legacy  
**Genma Onimusha**  
Gotham Racing  
Gun Valkyrie

**H = 08**  
**Halo**  
Hunter: The Reckoning

**I = 09**  
Int. Superstar Soccer 2  
Int. Winter Sports 2002

**J = 10**  
**J. Bond: Agent Und. Fire**  
Jedi Star Fighter  
Jet Set Radio Future

**K = 11**  
Kabuki Warriors  
Knockout Kings 2002

**L = 12**  
L. of Kain: Blood Omen 2  
Legend of Black Kat  
Legends of Wrestling  
Loons: Fight For Fame

**M = 13**  
Mad Dash Racing  
Madden NFL 2002

**Max Payne**  
Men of Courage  
Mike Tyson Boxing  
Morrowind  
Moto GP  
Munch's Oddysee  
MX 2002

**N = 14**  
Nascar Heat 2002  
NASCAR Thunder 2002  
NBA 2K2  
NBA Inside Drive 2002  
NBA Tonight 2002  
New Legends  
NFL 2K2  
NFL Blitz 2002  
NFL Fever 2002  
NFL Primetime 2002  
NHL 2002  
NHL Hitz 2002  
Night Caster

**O = 15**  
Obi Wan (Star Wars)  
Oddworld: M's Oddysee  
Off Road Wide Open  
Onimusha Genma  
OO7 Agent Under Fire  
Outlaw Golf

**P = 16**  
Pirates: Lag. of Black Kat  
**Prisoner of War**  
**Project Gotham Racing**

**R = 18**  
Rallispot Challenge  
Raw - WWF  
Reckless: Yakuza Missions  
Red Card Soccer 2003  
Restless Dreams (S. Hill 2)  
Rise of Perithia - Azurik  
Road Rage

**S = 19**  
Shrek  
Silent Hill 2: Rest. Dreams  
Simpsons: Road Rage  
**Spiderman The Movie**  
Spy Hunter  
SSX Tricky  
Star Wars - Obi Wan  
Star Wars Jedi Starfighter  
Star Wars: Star Fighter

**T = 20**  
Test Drive: Wide Open  
The Simpsons: Road Rage  
Tony Hawk's 2X  
Tony Hawk's 3  
Transworld Surf

**U = 21**  
Ult. Fight. Champ: Tapout

**W = 23**  
World Cup 2002  
Wreckless: Yakuza Miss.  
WWF Raw

**O-9 = 27**  
2002: Fifa World Cup



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